

FINAL FANTASY VII



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STORY

SPOILER! SPOILER!! SPOILER!!!

The game starts when Cloud joins AVALANCHE, an organization working against Shinra. The team decides to destroy all the mako reactors in Midgar and starts attacking reactors one by one. But when attacking the second reactor, Cloud gets caught up in the explosion and gets separated from the team. When he wakes up, he finds a flower girl sitting next him. Soon the Turks tries to capture Aeris but Cloud escorts her to safety.

Meanwhile Shinra attacks AVALANCHE's hideout and nearly destroys Sector 7, Cloud manages to save Barret and Tifa but Shinra captures Aeris and takes her to its HQ. With most of its members dead AVALNACHE decides to go after the Turks and rescue Aeris. In HQ, the team finds out that Aeris is the only survivor of the Cetra race. After years of research, Shinra believes that Aeris can lead them to the Promised Land, a land with unlimited/full of mako energy so kidnapped her.

After confronting Hojo, AVALANCHE frees Aeris and Red XIII from the prison. But things weren't that simple, President Shinra captures the team and imprisons them. Over the nightfall, Sephiroth, a man who claims to be dead five years ago attacks the HQ killing everyone including the President. In the morning, the team escapes the HQ and leaves Midgar. Soon they learn that Sephiroth is after the Promised Land and has stolen JENOVA's body, [SOME SORT OF] a comet that came to earth 2000 years back. It infected most of the earth populace either killing or transforming them into monsters.

Rufus takes control of Shinra and orders to seek out and execute Cloud. AVALANCHE leaves Midgar pursuing Sephiroth around the world trying to stop him finding the Promised Land. In the Temple of the Ancients, Sephiroth finally reveals his intention, by using the black materia Sephiroth is trying to merge with the planet and reborn as God. As the last survivor of the Cetra, Aeris prays to the Holy preventing Sephiroth from summoning the Meteor. Realizing Aeris as a threat Sephiroth stabs her from behind, Aeris dies in the Forgotten City and the Holy materia falls into the river. Sephiroth then summons the Meteor and awakens the Weapons, indestructible weapons that nearly destroyed the planet centuries ago and then sealed away by the Cetra. With the help of Shinra AVALANCHE escapes The Crater but Cloud gets caught by the explosion and falls into the Lifestream.

Shinra tries to confront the Weapons but the destructible power of the Weapon destroys the entire city killing most of Shinra's executives including Rufus. After several days, Cloud escapes from the Lifestream and returns to the team. With the help of Red XIII grandfather, Bugenhagen, Cloud and others learns that Aeris was trying to summon the Holy and stop the Meteor. Even though Aeris succeeded in initiating the awakening Sephiroth is stopping it from fully returning to power. The only way to awaken the Holy and stop the Meteor is to kill Sephiroth and destroy the black materia.

With the knowledge of Aeris and Cetra Cloud and others destroys the Weapons. Reeve [THE CONTROLLER OF CAIT SITH] reveals that Hojo is sending Sephiroth all the mako energy using the huge materias. The team travel to Midgar and confronts Hojo, who claims to be the Sephiroth's father. Hojo and his wife Lucrecia [VINCENT'S LOVER] offered

their unborn child to Prof. Gast's experiment on creating Cetra using JENOVA's cell. Sephiroth never realizing that Hojo and Lucrecia were his real parents and believed his is the sole survivor of the Cetra created using JENOVA.

In the Crater, AVALANCHE makes their final stand and defeats Sephiroth releasing the white materia. But it was too late, Meteor approached the planet destroying most of the cities. Just when they thought they've lost, Lifestream gushed up shielding the planet from the Meteor. After 500 years, Red XIII runs to the mountains top and watches down on a green fertile land, which was once Midgar.

CONTROLS

PC	
ON FOOT	
MOVEMENTS	NUM 8, NUM 2, NUM 4 AND NUM 6
CAMERA ROTATION	NUM 1, NUM 3, NUM 7 AND NUM 9
MAP	NUM 5
INTERACTION	NUM ENTER
CANCEL	NUM 0
MENU	NUM +
CHOCOBO	
MOVEMENTS	NUM 2, NUM 8, NUM 4 AND NUM 6
CAMERA ROTATION	NUM 1, NUM 3, NUM 7 AND NUM 9
MAP	NUM 5
MOUNT	NUM ENTER
DISMOUNT	NUM 0
MENU	NUM +
BUGGY	
MOVEMENTS	NUM 2, NUM 8, NUM 4 AND NUM 6
CAMERA ROTATION	NUM 1, NUM 3, NUM 7 AND NUM 9
MAP	NUM 5
ENTER	NUM ENTER
EXIT	NUM 0
MENU	NUM +
TINY BRONCO	
MOVEMENTS	NUM 2, NUM 8, NUM 4 AND NUM 6
CAMERA ROTATION	NUM 1, NUM 3, NUM 7 AND NUM 9
MAP	NUM 5
ENTER	NUM Enter
EXIT	NUM 0
MENU	NUM +
HIGHWIND	
FORWARD	NUM Enter
ALTITUDE	NUM 2 AND NUM 8
TURN	NUM 4 AND NUM 6
CAMERA ROTATION	NUM 1, NUM 3, NUM 7 AND NUM 9
MAP	NUM 5
TAKE OFF	NUM Enter
LAND	NUM 0
MENU	NUM +
SUBMARINE	
FORWARD	NUM Enter
ALTITUDE	NUM 2 AND NUM 8
TURN	NUM 4 AND NUM 6
DIVE AND RESURFACE	NUM 0
CAMERA ROTATION	NUM 1, NUM 3, NUM 7 AND NUM 9
MAP	NUM 5
ENTER	NUM Enter
EXIT	NUM 0

MENU

NUM +

FAQ

NOTE: ALL FAQS ARE ARRANGED IN ALPHABETICAL ORDER.

ACCESSORIES	EFFECTS	LOCATIONS
AMULET	Luck +10	Accessories store in Mideel after its destruction.
BOLT RING	Nullifies bolt attacks	Accessories store in Mideel after its destruction.
CAT'S BELL	Restores HP as you walk	Win at Chocobo Race in Gold Saucer.
CHAMPIONSHIP BELT	Strength and vitality +10	Earn 16000 BP in Battle Square and exchange it for the item.
CHOCO FEATHER	Dexterity +10	Accessories store in Wutai.
CURSE RING	Your characters all status will increase but... [your characters will die after 60 seconds]	Before Mideel get destroyed, go to the accessories store and examine the wall to discover a locked door. Go across the wooden bridge and examine the floor behind the blue suit guy to find an old key. Use it on the door and the owner will notice you, admit the truth and he'll give you the curse ring as an apology gift.
EARRING	Magic +10	Accessories store in Rocket Town.
FAIRY RING	Protects against poison/darkness	One of the chests inside Cave of the Gi/Accessories store in Mideel after its destruction.
FIRE RING	Nullifies fire attacks	Accessories store in Costa Del Sol.
FURY RING	Automatically puts you in berserk	Accessories store in Gongaga Village.
HEADBAND	Protects against sleep	Accessories store in Junon / Accessories store in Gongaga Village.
HYPNO CROWN	Increases manipulation rate	One of the chests in the Forgotten City.
ICE RING	Nullifies cold attacks	Accessories store in Mideel after its destruction.
JEM RING	Protects against paralyze/petrify/slow-numb	Defeat the Materia Keeper in Mt. Nibel / Accessories store in Mideel after its destructions.
PEACE RING	Protects against berserk/fury/sadness	Defeat Rapps in Wutai.
POISON RING	Absorb poison attacks	Defeat Motorball while escaping from Shinra HQ.
POWER WRIST	Strength +10	Defeat Bottomswell in Junon / Accessories store in Rocket Town.
PROTECT RING	Automatically sets up barrier	Defeat Schizo in Gaea's Cliff.
PROTECT VEST	Vitality +10	Defeat Rufus in Shinra HQ / Accessories store in Rocket Town.
REFLECT RING	Automatically sets up reflect	Defeat Jenova Death in the Whirlwind Maze.
RIBBON	Protects against all abnormal status	One of the chests inside clock room at the Temple of Ancients / One of the chests in Gaea's Cliff.
SAFETY BIT	Protects against sudden death/petrify/slow-numb	One of the chests in the Great Glacier.
SILVER GLASSES	Protects against darkness	Accessories store in Junon / Accessories store in Gongaga Village.
SNEAK GLOVE	Increases stealing rate	Find the sector 5 key and travel back to Midgar. Go to Wall Market and talk

		to the guy who sold you batteries, he'll sell you sneak glove for 129000 Gil.
SPRINT SHOES	Automatically sets you in haste	Win at Chocobo Race in Gold Saucer.
STAR PENDENT	Protects against poison	One of the chests in 63rd floor at Shinra HQ / Accessories store in Gongaga Village.
TALISMAN	Sprint +10	Defeat HO512 in Shinra HQ / Accessories store in Gongaga Village / Accessories store in Rocket Town.
TETRA ELEMENTAL	Drains cold/fire/lightning/earth attacks	One of chest inside the Northern Cave.
TOUGH RING	Vitality and sprint +50	Defeat Reno, Rude and Elena in Midgar Sewers / Defeat Reno and Rude in Sunken Gelnika.
WATER RING	Drains water attacks	One of the chests in the Forgotten City.
WHITE CAPE	Protects against frog/small	Defeat Jenova Birth aboard the Cargo Ship / Accessories store in Gongaga Village / Accessories store in Mideel after its destruction.

ARMORS**LOCATIONS**

ADAMAN BANGLE	Steal from Adamantaimai.
AEGIS ARMLET	One of the chests in Midgar.
AURORA ARMLET	One of the chests in the Forgotten City.
BOLT ARMLET	One of the chests in the Forgotten City.
BRONZE BANGLE	Default.
CARBON BANGLE	Weapon shop in Kalm Town / Weapon shop in North Corel / Weapon shop in Costa Del Sol.
CHOCO BRACELET	Win at Chocobo Race in Gold Saucer.
CRYSTAL BANGLE	Weapon shop in Mideel.
DIAMOND BANGLE	Weapon shop in Bone Village.
DRAGON ARMLET	Defeat the Red Dragon in the Temple of the Ancients.
EDINCOAT	Defeat Palmer in Rocket Town.
ESCORT GUARD	One of the chests in Sunken Gelnika.
FIRE ARMLET	One of the chests in Gaea's Cliff.
FOUR SLOTS	Reward for finding coupon A in Shinra HQ.
FOURTH BRACELET	Weapon shop in Rocket Town.
GIGAS ARMLET	Defeat Demon's Gate in the Temple of the Ancients.
GOLD ARMLET	Weapon shop in Rocket Town.
IMPERIAL GUARD	Defeat Reno in The Pillar.
IRON BANGLE	Weapon shop in Sector 7 Slums.
MINERVA BAND	Steal from Elena in Midgar Sewers.
MYSTILE	One of the chests in Shinra HQ / Tifa gives it you in the Northern Cave.
MYTHRIL ARMLET	Weapon shop in Wall Market / Weapon shop in Kalm Town / Weapon shop in Junon
PLATINUM BANGLE	Weapon shop in Costa Del Sol.
PRECIOUS WATCH	Win at Chocobo Race in Gold Saucer.
RUNE ARMLET	Weapon shop in Bone Village.
SHINRA ALPHA	Steal from Underwater MP in Junon Underwater Reactor.
SHINRA BETA	Steal from Marine in Junon Underwater Reactor.
SILVER ARMLET	Weapon shop in Cosmo Canyon.
TITAN BANGLE	Weapon shop in Sector 5 Slums / Weapon shop in Wall Market.
WARRIORS BANGLE	Steal from Eagle Gun in North Corel.
WIZARD BRACELET	Weapon shop in Mideel after its destruction.
ZIEDRICH	Steal from Rude in Rocket Town.

CHARACTERS	RECRUITMENT
AERIS	After defeating Airbuster in Reactor NO. 5.
BARRET	Talk to the team in Reactor NO. 1 and Barret will join you.
CAIT SITH	When you first visit Gold Saucer, go to Wonder Square and talk to the Staff Toy in the entrance.
CID	Defeat Palmer in Rocket Town.
CLOUD	Default [BY FAULT, SEPHI SHOULD'VE BEEN THE MAIN CHARACTER].
RED XIII	In disc 1, go to 67th floor in Shinra HQ and talk to Hojo in the laboratory.
TIFA	After escaping from Reactor NO. 1, go to Sector 7 Slums and talk Tifa in the bar.
VINCENT	Open the safe [RIGHT 36, LEFT 10, RIGHT 59 AND RIGHT 97] in Shinra Mansion and defeat the Lost Number. Pick up the key to the basement and go to the library, open the door in the right side of the entrance and talk to the guy inside the Coffin.
YUFFIE	Head west from Fort Condor and you'll see a thick forest covering the mountains. Walk around these forests getting into fights until you find a human girl, defeat her in the fight and talk to her.

CHOCOBO BREEDING

Chocobo breeding plays a major role in the game, without chocobo breeding you can't get certain materias which are very essential in the final battles. Here's a list of things you can get from chocobo breeding:

- HP<->MP materia
- Quadra Magic materia
- Mime materia
- Knights of the Round materia
- Omnislash limit break
- W-Summon materia
- Final Attack materia

Fly [YOU NEED/MUST TO HAVE HIGHWIND FOR CHOCOBO BREEDING] to Chocobo Farm and buy six chocobo stable for 10000 Gil. Then buy some greens [THE CHEAPEST ONE] and Chocobo Lure materia from Chocobo Billy. Then pick up the Chocobo Lure materia from the right side of the chocobo stable outside the farm and equip both to someone with high materia growth. Fly to the desert near North Corel and run around the chocobo tracks getting into fights until you find a chocobo with two green bouncing creatures. Use the green you purchased to distract chocobo and kill the creatures around it, then dismount the chocobo and send it to the chocobo farm. Repeat the same four times and head back to the Chocobo Farm.

Save the game outside the farm and talk to Billy, choose 'Moving Chocobo' to examine your chocobos. Choose one good male and one good female and rename them to move them inside, leave the remaining chocobos and exit the farm. If you are having only male chocobos or only female chocobos then reload the game to change their gender. But remember you can't change an average chocobo to good chocobo and a good chocobo to great chocobo, you can only change their gender.

Fly to Mideel and run around the tracks getting into fights, capture four chocobos which comes with sliver spiral worm and send them back to farm. Save the game and ask Billy to examine the chocobos, move one great male and one great female and leave the remaining. Fly to Chocobo Sage house in the north continent and buy two sylkis greens for 5000 Gil, then use the W-Item materia and duplicate them. Exit the house and run around the green patch getting into fights until you find a dragon like creature, steal three carob nuts and return to the farm. Feed each chocobos with 20 sylkis green and fly to Gold Saucer, race all four chocobos to rank B and return to the farm. One more thing, when you win a chocobo race choose GP instead of items because it is the only way to earn GP to participate in the Battle Square and win and Cloud's final limit break.

Fly back to the farm and save the game. Talk to Billy about mating chocobos and he'll tell you to choose the chocobos, choose good male chocobo and great female chocobo and give them a carob nut. If you are lucky then you'll get a blue chocobo, if not then reload the game and try again until you get one. Once you get a blue chocobo, Billy will tell whether

it's a male or female. Save the game and repeat the same for the other two chocobos to get a green chocobo. Remember you need to get the opposite gender of the blue chocobo, if you have a blue female then you need a green male. Keep reloading the game until you get both the chocobos.

Once you get the green and blue chocobos, leave the yellow chocobos and save the game. Feed 50 sylkis green to both the chocobos and race them to rank A. Save the game and talk to Billy, choose both chocobos and give them the final carob nut to get a black chocobo. Examine the chocobo and save the game. Fly to Icicle Inn and land your ship in the green patch. Run around the tracks getting into fights until you find a chocobo with two rabbits, capture it and send it back to the farm.

Save the game and ask Billy to examine the chocobo, you need an opposite gender of the black chocobo. If both the chocobos are of same gender then reload the game until you get it right. Feed 99 sylkis green to each and race them S class. Fly to the Goblin Island in the north continent and steal a zeio nut from the goblin like creature, return to the farm and save the game. Talk to Billy and choose the black and wonderful chocobos and give them the zeio nut. If you are DAMN TOO LUCKY then you'll get a gold chocobo.

If you are still having trouble then let me explain it in simple language:

Rank B good male chocobo + Rank B great female chocobo + Carob nut = Blue chocobo
 Rank B great male chocobo + Rank B good female chocobo + Carob nut = Green chocobo
 Rank A blue chocobo + Rank A green chocobo + Carob nut = Black chocobo
 S class black chocobo + S class wonderful chocobo + Zeio nut = GOLD CHOCOBO

Once you get the gold chocobo, there are lot of things to do. First head to the east of North Corel and you'll see a cave near the river, enter the cave and pick up the HP<->MP materia. Then travel to Wutai and you'll see a cave in the far south behind the rocks, dismount your chocobo and pick up the Quadra Magic materia. Next head to of Mideel and climb the mountains in the east, enter the old reactor to find the Mime materia. Finally travel to the northeast of The Crater and you'll see a round island, ride your chocobo to the centre to get the Knights of the Round materia [THE MOST POWERFUL MATERIA IN THE GAME].

Then go to the Battle Square in Gold Saucer, if you have exchanged the items for GP then you'll enough money to enter the competition. Enter the competition and win enough BP to purchase Omnislash and W-Summon materia, exchange the BP for the items and save the game. Then return to the square and talk to the receptionist, enter the special round and win all eight rounds to receive Final Attack materia. If you haven't won an S class race then use the gold chocobo and win it.

ENEMY SKILLS	DESCRIPTIONS	LOCATIONS
????	A weight drops onto the enemy inflicting physical damage.	Jersey in Shinra Mansion.
ANGEL WHI SPER	All allies will be revived with all status restored.	Polan Solita in The Northern Cave.
AQUALUNG	Strikes all enemies with water damage.	Jenova Birth aboard Cargo Ship / Harpy in Gold Saucer / Serpent inside Sunken Gelnika.
BAD BREATH	Strikes all enemies with sleep / mini / confusion / frog / mute / poison.	Molbor in Gaea's Cliff / Northern Cave.
BETA	A swirling red aurora surrounds the battleground hitting all enemies.	Midgar Zolom in Chocobo Farm.
BIG GUARD	Creates a barrier around your allies protecting them from damage.	Bleach Plug in Gongaga Village.
CHOCOBUCKLE	A fat Chocobo falls on top of the foe inflicting special damage.	Chocobo in Mideel.
DEATH FORCE	One under the spell becomes immune to sudden death.	Admantaimai in Wutai.
DEATH SENTENCE	Target will die in sixty seconds.	Bound Fat in Forgotten City.
DRAGON FORCE	Increases your physical and magic attack strength.	Dark Dragon in The Northern Cave.
FLAME THROWER	Hits one target with fire attack.	Ark Dragon inside Mythril Mines.
FROG SONG	Transforms all targets into frogs and puts them to sleep.	Touch Me in Gongaga Village.
GOBLIN PUNCH	Hits one enemy with physical attack.	Goblin in Bone Village.

L4 SUICIDE	Reduces all targets HP to 1.	Mu in Chocobo Farm.
L5 SUICIDE	Anyone under the spell instantly dies.	Parasite in the Northern Cave.
LASER	Reduces opponents HP to half.	Death Claw in Corel Prison / Dark Dragon in The Northern Cave.
MAGIC BREATH	Hits all targets with fire / ice / lightning damage.	Stilva in Gaea's Cliff / Parasite in the Northern Cave.
MAGIC HAMMER	Steals enemies MP.	Razor Weed in Wutai.
MATRA MAGIC	Hits one target with missiles.	Sweeper Custom in Midgar.
PANDORA'S BOX	Hits all targets with physical attack.	Dragon Zombie in the Northern Cave.
ROULETTE	One foe or friend randomly dies.	Death Dealer in the Northern Cave.
SHADOW FLARE	A black shadow flare hits one foe inflicting critical damage.	Ultimate Weapon in Cosmo Canyon / Dragon Zombie in The Northern Cave.
TRI NE	A sliver like barrier compresses all targets inside it inflicting physical damage.	Materia Keeper in Mt. Nibel / Godo in Pagoda / Stilve in Gaea's Cliff.
WHI TE WI ND	Cures any status ailments and restores full HP.	Zemzelette in Junon / Wind Wing in Junon.

FINAL LIMIT BREAKS	CHARACTERS	REQUIREMENTS
GREAT GOSPEL	Aeris	Before leaving for the Temple of the Ancients, talk to the sleeping man inside the cave near Junon. He'll give an item based on number of battles you have fought, if your last 2 digits are equal then he'll give you a piece of Mythril. Take it to the weapon shop owner in Gongaga Village and trade it for Aeris's limit break.
CATASTROPHE	Barret	After stopping the train containing the huge materia, talk to the green-hat women in North Corel to receive the item.
SLOTS	Cait Sith	Kill 80 enemies using Slots to level up Cait's limit break to the MAX.
HIGHWIND	Cid	Hop onto your submarine and head southwest, go through the underwater tunnel near Gold Saucer and you'll find a crashed ship at the bottom. Enter the ship and open the chest to find the item.
OMNI SLASH	Cloud	Earn 32000 BP in Battle Square and exchange it for the item.
COSMO MEMORY	Red XIII	Open the safe [RIGHT 36, LEFT 10, RIGHT 59 AND RIGHT 97] in Shinra Mansion and defeat Lost Number to get Nanaki's limit break.
FINAL HEAVEN	Tifa	Play the highwind [DO... RE... MI ... TI ... LA... DO... RE... MI ... SO... FA... DO... RE... DO...] in the piano in Tifa's house to find the limit break item.
CHOAS	Vincent	Use submarine or a black Chocobo and go to the southeast of Nibelheim, enter the cave behind the waterfall and talk to Lucrecia inside. Leave the cave and return after some time to find the item.
ALL CREATION	Yuffie	Defeat all five bosses in the Pagoda to get the item.

ITEMS

DESCRIPTIONS

1/35 SOLDIERS	A part of the toy set.
8 INCH CANNON	Explosive damage against one enemy.
ANTARCTIC WIND	Cast 'ice 2' on all targets.
ANTIDOTE	Cures poison.
AUTOGRAPH	I'll be happy to give you mine.
BATTERY	Used to power up dead machines.
BIRD FEATHER	Inflicts wind damage on all enemies.
BOLT PLUM	Hits all enemies with lightning damage.
CAROB NUT	Used for Chocobo breeding.
CAULDRON	Casts 'smelly breath' on one enemy.
COMBAT GUIDE	No use.
CORNUCOPIA	Cures mini.
CURIEL GREENS	For feeding Chocobo.
DAZERS	Inflicts paralyze on one target.
DEADLY WASTE	Inflicts poison damage on all targets.
DESERT ROSE	Can be traded for Gold Chocobo.
DRAGON FANG	Hits all enemies with lightning attack.
DRAGON SCALES	Hits all enemies with water attack.
DREAM POWDER	Puts all enemies to sleep.
EARTH DRUM	Inflicts earth damage on all targets.
EARTH HAMMER	Hits all targets with earth attack.
EARTH HARP	Can be traded for Master materias.
ECHO SCREAM	Cures silent.
ELIXIR	Restores HP and MP.
ETHER	Restores 100 MP.
EYE DROP	Cures darkness.
FIRE FANG	Hits all enemies with fire damage.
FIRE VILE	Inflicts fire damage on all enemies.
GAMBLER	Just throw it away, simple waste of carrying around.
GHOST HAND	Steals MP from foes.
GRAVIBALL	Casts 'demi' on one enemy.
GRENADE	Inflicts explosive damage on one enemy.
GUARD SOURCE	Increases your vitality by 1.
GUIDE BOOK	Can be traded for Underwater materia.
GYSAHL GREENS	Used for Chocobo feeding.
HERO DRINK	Increases all your status... temporary.
HI -POTION	Heals 500 HP.
HOLY TORCH	Casts 'dispel' on one enemy.
HOURLASS	Stops all enemies.
HYPER	Cures sadness or inflicts hyper.
ICE CRYSTAL	Inflicts ice damage on all enemies.
IMPALER	Turns one target into frog.
INK	Inflicts darkness on all enemies.
KISS OF DEATH	Instantly kills an enemy.
KRAKKA GREENS	For feeding Chocobo.
LASAN NUT	For Chocobo breeding.
LIGHT CURTAIN	Creates barrier around you and your allies.
LOCO WEED	Inflicts confusion on all enemies.
LUCHILLE NUT	Used for breeding Chocobo.
LUCK SOURCE	You'll get +1 luck.
LUNAR CURTAIN	Create M-barrier around your allies.
MAGIC SOURCE	Increases your magic status by 1.
MAIDEN'S KISS	Cures frog.
MEGALIXIR	Restores your party HP and MP.
MASUMANE BLADE	No one can wield it SO...
MI METT GREENS	Can be used for Chocobo feeding.
MIND SOURCE	Gives you +1 magic defence.
MOLOTOV	Inflicts fire damage on one enemy.
M-TENTACLES	Inflicts poison damage on all enemies.
MUTE MASK	Casts 'silence' on all enemies.
PAHSANA GREENS	For Chocobo feeding.

PEPI O NUT	For breeding Chocobo.
PHOENI X DOWN	Revives dead.
POCKET TISSUES	For cleaning purpose... Lol.
POROV NUT	Chocobo breeding.
POTION	Restore 100 HP.
POWER SOURCE	Increases your strength by 1.
PRAM NUT	For Chocobo breeding.
REAGAN GREENS	For feeding Chocobo.
REMEDY	Cures any status ailments.
RIGHT ARM	Hits one target.
S-MI ME	Hits one target with special attack.
SARAH A NUT	Used for Chocobo breeding.
SAVE CRYSTAL	Creates a save point in the Northern Cave.
SHARP NEL	Hits one target with fire attack.
SHRI VEL	Inflicts 'mini' on one target.
SMOKE BOMB	For escaping from the battlefield.
SOFT	Cures petrify.
SPEED DRINK	Increases your speed temporary.
SPEED SOURCE	Increases your speed by 1.
SPI DER WEB	Inflicts slow on all enemies.
STARDUST	Casts 'comet 2' on all enemies.
SUPER SWEEPER	Hmmm..... I don't know.
SWI FT BOLT	Hits all targets with lightning attacks.
SULKI S GREENS	For feeding Chocobo.
T/S BOMB	Inflicts earth damage on one enemy.
TANTAL GREENS	For feeding Chocobo.
TENT	Fully restores you and your allies HP and MP.
TRANQUI LI ZER	Cures hyper or inflicts sadness.
TURBO ETHER	Restores full MP.
VACCI NE	Prevents status ailments.
VAGYRI SK CLAW	Inflicts petrify.
VAMPI RE FANG	Steal HP from enemies.
X-POTI ON	Fully restores HP.
WAR GONG	Casts 'berserk' on all targets.
ZEI O NUT	For breeding Chocobo.

KEY ITEMS	LOCATIONS
A COUPON	Shinra HQ.
B COUPON	Shinra HQ.
BASEMENT KEY	Safe inside Shinra Mansion.
BI KI NI BRI EFS	Honeybee Inn in Wall Market.
BLACK MATERI A	Temple of the Ancients.
BLONDE WIG	Gym in Wall Market.
BROWN WIG	Gym in Wall Market.
C COUPON	Shinra HQ.
COLOGNE	Bar in Wall Market.
COTTON DRESS	Clothes shop in Wall Market.
DEODORANT	Pharmacy in Wall Market.
DIAMOND TIARA	Materia shop in Wall Market.
DIGESTI VE	Pharmacy in Wall Market.
DI SI NFECTED	Pharmacy in Wall Market.
DYED WIG	Gym in Wall Market.
FIRST AID SPRAY	Pharmacy in Wall Market.
FLOWER COLOGNE	Bar in Wall Market.
GLACI ER MAP	I cicle Inn.
GLASS TIARA	Materia shop in Wall Market.
GOLD TICKET	Gold Saucer entrance.
HUGE MATERI A	North Corel / Fort Condor / Junon Underwater Reactor / Rocket Town.
KEY TO THE ANCIENTS	Underwater tunnel near Bone Village.

KEY TO SECTOR 5	Dig for 'good treasure' in Bone Village.
KEYCARD 60	59th floor in Shinra HQ.
KEYCARD 62	61th floor in Shinra HQ.
KEYCARD 65	62th floor in Shinra HQ.
KEYCARD 68	65th floor in Shinra HQ.
KEYSTONE	Dio's Showroom in Gold Saucer.
LEVIATHAN SCALES	Underwater Reactor in Junon.
LINGERIE	Honeybee Inn in Wall Market.
LUNAR HARP	Dig for it in Bone Village.
MEMBER'S CARD	Wall Market.
MIDGAR PARTS	65th floor in Shinra HQ.
PHARMACY COUPON	Restaurant in Wall Market.
PHS	Inn in Kalm Town.
RUBY TIARA	Materia shop in Wall Market.
SATIN DRESS	Clothes shop in Wall Market.
SILK DRESS	Clothes shop in Wall Market.
SNOWBOARD	Icicles Inn.
WIG	Gym in Wall Market.

LIMIT BREAKS	CHARACTERS	REQUIREMENTS
HEALING WIND	Aeris	Default.
SEAL EVIL	Aeris	Use Healing Wind 8 times.
BREATH OF THE EARTH	Aeris	Kill 80 enemies after acquiring Seal Evil.
FURY BRAND	Aeris	Use Breath of the Earth 8 times.
PLANET PROTECTOR	Aeris	Kill 80 enemies after acquiring Fury Brand.
PULSE OF LIFE	Aeris	Use Planet Protector 8 times.
GREAT GOSPEL	Aeris	Collect the Mythril piece from the old man in the cave and trade it for the item in Gongaga Village.
BIG SHOT	Barret	Default.
MIND BLOW	Barret	Use Big Shot 8 times.
GRENADE BOMB	Barret	Kill 80 enemies after acquiring Mind Blow.
HAMMERBLOW	Barret	Use Grenade Bomb 8 times.
SATELLITE BEAM	Barret	Kill 80 enemies after acquiring Hammerblow.
UNGERMAX	Barret	Use Satellite Beam 8 times.
CATASTROPHE	Barret	Talk to the green-hat women in North Corel after stopping the train carrying the huge materia.
DICE	Cait Sith	Default.
SLOTS	Cait Sith	Kill 80 enemies using Slots.
BOOST JUMP	Cid	Default.
DYNAMITE	Cid	Use Boost Jump 8 times.
HYPER JUMP	Cid	Kill 80 enemies after acquiring Dynamite.
DRAGON	Cid	Use Hyper Jump 8 times.
DRAGON DIVE	Cid	Kill 80 enemies after acquiring Dragon.
BIG BRAWL	Cid	Use Dragon Dive 8 times.
HIGHWIND	Cid	Chest inside Sunken Gelnika.
BRAVER	Cloud	Default.
CROSS SLASH	Cloud	Use Braver 8 times.
BLADE BEAM	Cloud	Kill 80 enemies after acquiring Cross Slash.
CLIMHAZZARD	Cloud	Use Blade Beam 8 times.
METEORAIN	Cloud	Kill 80 enemies after acquiring Climhazard

FINISHING TOUCH	Cloud	Use Meteorain 8 times.
OMNI SLASH	Cloud	Earn 32000 BP in Battle Square in Gold Saucer.
SLED FANG	Red XIII	Default.
LUNATIC HIGH	Red XIII	Use Sled Fang 8 times.
BLOOD FANG	Red XIII	Kill 80 enemies after acquiring Lunatic High.
STARDUST RAY	Red XIII	Use Blood Fang 8 times.
HOWLING MOON	Red XIII	Kill 80 enemies after acquiring Stardust Ray.
EARTH RAVE	Red XIII	Use Howling Moon 8 times.
COSMO MEMORY	Red XIII	Defeat Lost Number in Shinra Mansion.
BEAT RUSH	Tifa	Default.
SOMERSAULT	Tifa	Use Beat Rush 8 times.
WATERKICK	Tifa	Kill 80 enemies after acquiring Somersault.
METEODRIVE	Tifa	Use Waterkick 8 times.
DOLPHIN BLOW	Tifa	Kill 80 enemies after acquiring Meteodrive.
METEOR STRIKE	Tifa	Use Dolphin Blow 8 times.
FINAL HEAVEN	Tifa	Go to Tifa's house in Nibelheim and play the highwind in the piano to get the item.
GALIAN BEAST	Vincent	Default.
DEATH GIGAS	Vincent	Use Galian Beast 8 times.
HELLMASKER	Vincent	Kill 80 enemies after acquiring Death Gigas.
CHOAS	Vincent	Talk to Lucrecia inside the waterfall near Nibelhiem.
GREASED LIGHTNING	Yuffie	Default.
CLEAR TRANQUIL	Yuffie	Use Greased Lightning 8 times.
LANDSCAPER	Yuffie	Kill 80 enemies after acquiring Clear Tranquil.
BLOODFEST	Yuffie	Use Landscaper 8 times.
GAUNTLET	Yuffie	Kill 80 enemies after acquiring Bloodfest.
DOOM OF THE LIVING	Yuffie	Use Gauntlet 8 times.
ALL CREATION	Yuffie	Defeat all bosses in Pagoda to get the item.

MATERIAS	ATTACKS	CATEGORIES	LOCATIONS
DEATHBLOW	D.Blow	Command	In the left side of Gongaga Village / Materia shop in Fort Condor / Materia shop in Rocket Town.
DOUBLE CUT	2x-cut 4x-cut	Command	Inside Sunken Gelnika.
ENEMY SKILL	E.Skill	Command	Inside the tube where Red XIII was kept in Shinra HQ / Inside the inn in Costa Del Sol / Inside the house in the Forgotten City/Go to Chocobo Sage's house and interact with his Chocobo to find the materia.
MANIPULATE	Manip.	Command	Cait Sith will have it when you recruit him / Materia shop in Fort Condor /

			Materia shop in Rocket Town.
MI ME	Mime	Command	Cave far south of Wutai.
MORPH	Morph	Command	Inside the rolling rock room in the Temple of the Ancients.
SENSE	Sense	Command	Sector 5 playground in Midgar / Materia shop in Kalm Town / Materia shop in Costa Del Sol.
SLASH-ALL	Slash-All Flash	Command	Inside the Ancients Forest / In the left side of the Northern Cave.
STEAL	Steal Mug	Command	Entrance of the Sector 6 sewers in Midgar / Materia shop in Kalm Town.
THROW	Throw Coin	Command	Yuffie will have it when you recruit her / Materia shop in Fort Condor / Materia shop in Rocket Town.
W-I TEM	W-I tem	Command	In the far south of Shinra HQ sewers.
W-MAGI C	W-Magic	Command	Examine the tree in the Northern Cave to retrieve the materia.
W-SUMMON	W-Summon	Command	Win 64000 BP in the Battle Square and exchange it for the materia.
CHOCOBO LURE	N/A	Independent	Chocobo Billy in Chocobo Farm / Beside the Chocobo Stable in Chocobo Farm.
COUNTER ATTACK	N/A	Independent	In front of Materia Keeper in Mt. Nibel.
COVER	N/A	Independent	In Aeris's garden beside her house.
ENEMY AWAY	N/A	Independent	Earn 500 BP in Battle Square and trade it for the materia.
ENEMY LURE	N/A	Independent	Earn 250 BP in Battle Square and exchange it for the materia.
EXP PLUS	N/A	Independent	Can be purchased in Wonder Square.
GIL PLUS	N/A	Independent	Can be purchased in Wonder Square.
HP<->MP	N/A	Independent	Inside the cave near Mt. Corel.
HP PLUS	N/A	Independent	Earn more than 100 points Junon's army drill / Materia shop in Cosmo Canyon / Materia shop in Mideel after its destruction.
LONG RANGE	N/A	Independent	Inside Myhril Mines.
LUCK PLUS	N/A	Independent	One of the chests in the Temple of the Ancients.
MAGI C PLUS	N/A	Independent	Inside the cave in the Forgotten City.
MEGA ALL	N/A	Independent	From the life stream in the Northern cave.
MP PLUS	N/A	Independent	Materia shop in Cosmo

			Canyon / Materia shop in Mideel after its destruction.
PRE-EMPTY	N/A	Independent	Earn 2000 BP in the Battle Square and exchange it for the item.
SPEED PLUS	N/A	Independent	Earn 4000 BP in Battle Square and exchange for the materia.
UNDERWATER	N/A	Independent	Morph the ghost pirate in Junon Underwater Reactor and trade it for the materia in Kalm Town.
BARRIER	Barrier M-Barrier Reflect Wall	Magic	Materia shop in Rocket Town.
COMET	Comet Comet 2	Magic	Inside the house in the left side of the Forgotten City.
CONTAIN	Freeze Break Tornado Flare	Magic	After returning from the Whirlwind Maze, head to Mideel and talk to kid with white Chocobo. Then give some mimette green to the Chocobo and scratch its ears to get the materia.
DESTRUCT	DaBarrier DeSpell Death	Magic	When you visit Nibelheim for the second time, talk to Sephi in the library and he'll give you the material / Materia shop in Mideel after its destruction.
EARTH	Quake Quake 2 Quake 3	Magic	Materia shop in Kalm Town / Materia shop in Costa Del Sol.
EXIT	Exit Remove	Magic	Materia shop in Rocket Town / Materia shop in Mideel after its destruction.
FIRE	Fire Fire 2 Fire 3	Magic	Red XIII will have it when you recruit him / Available in most of the materia shops.
FULL CURE	Life Life 2	Magic	Secret room near the Cosmo Candles in Cosmo Canyon.
GRAVITY	Demi Demi 2 Demi 3	Magic	Defeat Gi Nattak / Materia shop in Mideel after its destruction.
HEAL	Poisona Esuna Resist	Magic	Materia shop in Kalm Town / Materia shop in Gongaga Village / Materia shop in Costa Del Sol.
ICE	Ice Ice 2 Ice 3	Magic	Cloud has it in the beginning of the game / Available in most of the materia shops.
LIGHTNING	Bolt Bolt 2 Bolt 3	Magic	Cloud has in the beginning of the game / Available in most of the materia shops.
MYSTIFY	Confu Berserk	Magic	Materia shop in Gongaga Village / Materia shop in

POISON	Bio Bio 2 Bio 3	Magic	Cosmo Canyon. Yuffie will have it when you recruit her / Chest in the 67th floor in Shinra HQ / Materia shop in Kalm Town / Materia shop in Costa Del Sol.
RESTORE	Cure Cure 2 Regen Cure 3	Magic	Near the reactor in the first mission / Available in most of the materia shop.
REVIVE	Life Life 2	Magic	Materia shop in Costa Del Sol / Materia shop in Gongaga Village.
SEAL	Sleep Silence	Magic	Materia shop in Costa Del Sol.
SHIELD	Shield	Magic	In the left side of the Northern Cave.
TIME	Haste Slow Stop	Magic	Materia shop in Gongaga Village / Materia shop in Rocket Town.
TRANSFORM	Mini Toad	Magic	Mt. Corel's train track leading to the mountains / Materia shop in Mideel after its destruction / Materia shop in Cosmo Canyon / Materia shop in North Corel.
ULTIMA	Ultima	Magic	Stop the train carrying the huge materia to get it as reward / If you fail to stop it then talk to the boy playing in the train to buy it for 50000 Gil.
MASTER COMMAND	Deathblow Double Cut Enemy Skill Manipulate Mime Morph Sense Slash-All Steal Throw	Master	Acquire all mastered level command materias and go to Bugenhagen's lab in Cosmo Canyon / Collect the earth harp from Emerald Weapon and trade for the materia in Kalm Town.
MASTER MAGIC	Barrier Comet Contain Destruct Earth Exit Fire Full Cure Gravity Heal Ice Lightning Mystify Poison Restore Revive Seal	Master	Acquire all mastered level magic materias and go to Bugenhagen's lab in Cosmo Canyon / Collect the earth harp from Emerald Weapon and trade for the materia in Kalm Village.

	Shield Time Transform Ultima		
MASTER SUMMON	Alexander Bahamut Choco/Mog Hades Ifrit Knights of the Round Kjata Leviathan Neo Bahamut Odin Phoenix Ramuh Shiva Titan Tycoon	Master	Acquire all mastered level summoning materias and go to Bugenhagen's lab in Cosmo Canyon / Collect the earth harp from Emerald Weapon and trade for the materia in Kalm Village.
ALEXANDER	Holy Judgement	Summon	Touch the hot spring in the Great Glacier and then fight the snow woman inside cave to get the materia.
BAHAMUT	Mega Flare	Summon	Defeat the Red Dragon.
BAHAMUT ZERO	Terra Flare	Summon	Collect all four huge materias and Bahamut and Neo Bahamut materias, then place them in Bugenhagen's lab in Cosmo Canyon and examine the blue materia to get the Bahamut ZERO.
CHOCO/MOG	Deathblow Fat Chocobo	Summon	Interact with the Chocobos in Chocobo Farm and choose "Wark" to get the materia.
HADES	Black Cauldrons	Summon	Inside Sunken Gelnika.
IFRIT	Hellfire	Summon	Defeat the Jenova Birth.
KJATA	Tetra Disaster	Summon	At the entrance of the forest near the Forgotten City.
KNIGHTS OF THE ROUND	Ultimate End	Summon	Inside the cave in the far northeast, it's not marked in the map.
LEVIATHAN	Tetra Disaster	Summon	Defeat the five bosses in the Pagoda.
NEO BAHAMUT	Giga Flare	Summon	Near the save point in the Whirlwind Maze.
ODIN	Gunge Lance	Summon	Defeat the Lost Number.
PHOENIX	Fire Attack	Summon	Defeat the troops attacking Fort Condor and collect the materia from the nest.
RAMUH	Judgement Bolt	Summon	Inside the Chocobo Race Jacky room in Gold Saucer.
SHIVA	Diamond Dust	Summon	Defeat Bottomswell in Junon and talk to Priscilla in the morning to receive the materia.
TITAN	Anger of the Earth	Summon	Examine the reactor in

			Gongaga Village to find to materia.
TYPOON	Disintegration	Summon	Atop of the huge tree in the Ancients Forest.
ADDED CUT	N/A	Support	Near the hot spring in the Great Glacier.
ADDED EFFECT	N/A	Support	Inside the Cave of the Gi.
ALL	N/A	Support	Inside Beginner's Hall in the Sector 7 Slums / Beside Yuffie in the Cargo Ship / Inside the cave in the Great Glacier / Beside the mako fountain in Mt. Nibel / Materia shop in Fort Condor.
ELEMENTAL	N/A	Support	In 62nd floor in Shinra HQ, you'll get it as a reward if you manage to guess the answer in the first attempt / In front of the Materia Keeper in Mt. Nibel.
FINAL ATTACK	N/A	Support	Collect both OmniSlash and W-Summon materia and then win the special battle in the Battle Square to receive the materia.
HP ABSORB	N/A	Support	At the entrance of the Northern Cave.
MAGIC COUNTER	N/A	Support	In the left side of the Northern Cave.
MP ABSORB	N/A	Support	Defeat Jenova Death and pick up the materia.
MP TURBO	N/A	Support	Chest inside the item shop in Wutai / One of the chests in the Temple of the Ancients.
QUADRA MAGIC	N/A	Support	Inside the cave near east of Mideel.
SNEAK ATTACK	N/A	Support	Earn BP and exchange it for the materia.
STEAL AS WELL	N/A	Support	Near the fire pit in Da-Chao's Mountains.

ULTIMATE WEAPONS	CHARACTERS	REQUIREMENTS
PRINCESS GUARD	Aeris	Go to the clock room in the Temple of the Ancients and turn the hands to IV door, open the chest inside to find the weapon.
MISSING SCORE	Barret	After defeating Prodigy, head north and you'll find a staircase left to the save point leading to Hojo. Open the chest in the second floor to find to find the weapon inside.
MARVELOUS CHEER	Cait Sith	When escaping from the Shinra HQ for the second time, meet up with Cait Sith in the front door and go inside. Make your way to the 64th floor and open the 3rd locker to find the weapon.
VENUS GOSPEL	Cid	After returning from the Whirlwind

		Maze, talk to the old man in Rocket Town to receive Cid's ultimate weapon [THIS GUY HAVE MORE WEAPONS THAN A WEAPON SHOP].
ULTIMA WEAPON	Cloud	Defeat Ultimate Weapon.
LIMITED MOON	Red XIII	After returning from the Forgotten City, visit Bugenhagen in Cosmo Canyon to collect the weapon.
PREMIUM HEART	Tifa	Go to Bone Village and chose to dig for 'Good Treasure', dig somewhere near where you find the Lunar harp and you'll find the key to Sector 5. Head back to Midgar and make your way to Wall Market, use the key on the vending machine and get the item.
DEATH PENALTY	Vincent	After escaping from Shinra HQ, hop onto your submarine and go southeast. Go through the underwater tunnel and dock your ship in the bay, enter the cave and talk to Lucrecia to trigger several cut scenes. Leave the cave and return after some time to find the death penalty.
CONFORMER	Yuffie	Hop onto your submarine and head southwest, dive underwater and you'll find a sunken ship near Gold Saucer. Enter the ship and open the chest to find Yuffie's ultimate weapon.

WEAPONS	CHARACTERS	LOCATIONS
AURORA ROD	Aeris	Weapon shop in Wutai.
FAIRY TALE	Aeris	Defeat Reno and Rude in Gongaga Village.
FULL METAL STAFF	Aeris	Weapon shop in Kalm Town.
GUARD STICK	Aeris	Default.
MYTHRI L ROD	Aeris	Weapon shop in Wall Market.
PARASOL	Aeris	Earn 4000 points in Speed Square in Gold Saucer.
PRINCESS GUARD	Aeris	One of the chests inside clock room in the Temple of the Ancients.
PRISM STAFF	Aeris	Weapon shop in Cosmo Canyon.
STRIKING STAFF	Aeris	Weapon shop in Junon.
WISER STAFF	Aeris	Defeat Gi Nittak.
WIZARD STAFF	Aeris	One of the chests in Mt. Corel.
AM CANNON	Barret	Weapon shop in Mideel after its destruction.
ASSAULT GUN	Barret	Defeat Guard Scorpion.
ATOMIC SCISSOR	Barret	Steal from Sweeper Custom in Midgar.
CANNONBALL	Barret	Weapon shop in Kalm Town.
CHI ANSAW	Barret	Weapon shop in Wutai.
DRILL ARM	Barret	Inside Cid's house in Rocket Town.
ENEMY LAUNCHER	Barret	One of the chests in Shinra Mansion.
GATTLING GUN	Barret	Default.
HEAVY VALCON	Barret	Weapon shop in Cosmo Canyon.
MAX RAY	Barret	One of the chests in Midgar.
MICRO LASER	Barret	Weapon shop in I cicle Inn.
MISSING SCORE	Barret	One of the chests in Midgar.
ROCKET PUNCH	Barret	One of the chests in the Temple of the Ancients.
W-MACHINE GUN	Barret	One of the chests in Mt. Corel.
BATTLE TRUMPET	Cait Sith	One of the chests in the Underwater

		Reactor in Junon.
BLACK M-PHONE	Cait Sith	One of the chests inside the Cave of the Gi.
BLUE M-PHONE	Cait Sith	Weapon shop in Wutai.
CRYSTAL M-PHONE	Cait Sith	Weapon shop in Mideel after its destruction.
GOLD M-PHONE	Cait Sith	Weapon shop in Costa Del Sol.
GREEN M-PHONE	Cait Sith	Weapon shop in Cosmo Canyon.
MARVELOUS CHEER	Cait Sith	One of the lockers in Shinra HQ.
RED M-PHONE	Cait Sith	Weapon shop in I cicle Inn.
STARLIGHT PHONE	Cait Sith	One of the chests in Midgar.
TRUMPHE T SHELL	Cait Sith	One of the chests inside clock room in the Temple of the Ancients.
WHITE M-PHONE	Cait Sith	One of the chests in Gongaga Village.
YELLOW M-PHONE	Cait Sith	Default.
DRAGOON LANCE	Cid	One of the chests in Da-Choa Mountains.
JAVELIN	Cid	One of the chests in Gaea's Cliff.
MAST AX	Cid	Weapon shop in Mideel after its destruction.
MOP	Cid	One of the chests in the Temple of the Ancients.
PARTISAN	Cid	Weapon shop in Mideel after its destruction.
SCIMITAR	Cid	One of the chests in the Underwater Reactor in Junon.
SLASH LANCE	Cid	Weapon shop in Wutai.
SPEAR	Cid	Default.
TRIDENT	Cid	One of the chests in the Temple of the Ancients.
VENUS GOSPEL	Cid	Old man in Rocket Town after returning from the Whirlwind Maze.
VIPER HALBERD	Cid	One of the chests in the Forgotten City.
APOCALYPSE	Cloud	One of the chests in the Ancients Forest.
BUSTER SWORD	Cloud	Default.
BUTTERFLY EDGE	Cloud	Weapon shop in Cosmo Canyon.
CRYSTAL SWORD	Cloud	Weapon shop in Mideel after its destruction.
ENHANCED SWORD	Cloud	One of the chests in Gaea's Cliff.
HARDEGE	Cloud	Steal it from the Soldiers in Junon.
HEAVEN'S CLOUD	Cloud	One of the chests in Sunken Gelnika.
FORCE STEALER	Cloud	Earn more the 150 points in Junon's army drill.
MURASAME	Cloud	Weapon shop in Wutai.
MYTHRIL SABER	Cloud	Weapon shop in Kalm Town.
NAIL BAT	Cloud	Fall off from the clock in the Temple of the Ancients.
ORGANICS	Cloud	Weapon shop in I cicle Inn.
RAGNAROK	Cloud	Defeat Prod Clod.
RUNE BLADE	Cloud	One of the chests in Mt. Nibel.
ULTIMA WEAPON	Cloud	Defeat Ultimate Weapon.
YOSHIYUKI	Cloud	Old man in Rocket Town.
ADAMANT CLIP	Red XIII	Weapon shop in I cicle Inn.
CENTCLIP	Red XIII	Weapon shop in Costa Del Sol.
CRYSTAL COMB	Red XIII	Weapon shop in Mideel after its destruction.
DIAMOND PIN	Red XIII	Weapon shop in Junon.
GOLD BRACELET	Red XIII	Weapon shop in Wutai.
HAIRPIN	Red XIII	One of the chests in Wutai.
LIMITED MOON	Red XIII	Return to Bugenhagen in Cosmo Canyon after coming back from the Forgotten City.

MAGIC COMB	Red XIII	Mini game in Fort Condor.
MYTHRIL CLIP	Red XIII	Default.
PLUS BERETTE	Red XIII	One of the chests in Mt. Nibel.
SERAPH COMB	Red XIII	One of the chests inside the Cave of the Gi.
SILVER BERETTE	Red XIII	Weapon shop in Cosmo Canyon.
SPRING GUN CLIP	Red XIII	One of the chests in the Ancients Forest.
CRYSTAL GLOVE	Tifa	Weapon shop in Mideel after its destruction.
DIAMOND KNUCKLE	Tifa	Weapon shop in Wutai.
DRAGON CLAW	Tifa	Weapon shop in I cicle Inn.
GOD'S HAND	Tifa	Defeat Carry Armor.
GRAND GLOVE	Tifa	Weapon shop in Junon.
KAI SER KNUCKLE	Tifa	One of the chests in the Whirlwind Maze.
LEATHER GLOVE	Tifa	Default.
METAL KNUCKLE	Tifa	Weapon shop in Wall Market.
MOTOR DRIVE	Tifa	Weapon shop in Costa Del Sol.
MYTHRIL CLAW	Tifa	Weapon shop in Kalm Town.
PLATINUM FI ST	Tifa	One of the chests in Nibelheim.
PREMI UM HEART	Tifa	Find Sector 5 key and trade it for the weapon in Wall Market.
TIGER FANG	Tifa	Weapon shop in Cosmo Canyon.
WORK GLOVE	Tifa	One of the chests in the Temple of the Ancients.
4-POINT SHURIKEN	Yuffie	Default.
BOOMERANG	Yuffie	Weapon shop in Junon.
CONFORMER	Yuffie	One of the chests in Sunken Gelnika.
CRYSTAL CROSS	Yuffie	Weapon shop in Mideel after its destruction.
HAWKEYE	Yuffie	Weapon shop in I cicle Inn.
MAGIC SHURIKEN	Yuffie	Weapon shop in Costa Del Sol.
ORI TSURU	Yuffie	One of the chests in Da-chao Mountains.
PIN WHEEL	Yuffie	Weapon shop in Cosmo Canyon.
RAZOR RI NG	Yuffie	Weapon shop in Wutai.
SUPER BALL	Yuffie	Weapon shop in Fort Condor.
TWIN VIPER	Yuffie	One of the chests in Shinra Mansion.
WIND SLASH	Yuffie	One of the chests in the Cargo Ship.
BUNTLI NE	Vincent	Dig for treasure in Bone Village.
DEATH PENALTY	Vincent	Lucrecia's Waterfall.
LARI AT	Vincent	Weapon shop in I cicle Inn.
LONG BARREL R	Vincent	Weapon shop in Costa Del Sol.
OUTSIDER	Vincent	One of the chests in Sunken Gelnika.
PEACEMAKER	Vincent	One of the chests in Kalm Town.
QUI CKSLI VER	Vincent	Default.
SHOTGUN	Vincent	Weapon shop in Rocket Town.
SHORTBARREL	Vincent	Weapon shop in Wutai.
SNIPER CR	Vincent	One of the chests in Mt. Nibel.
SUPERSHOT ST	Vincent	One of the chests in the Ancients Forest.
WINCHESTER	Vincent	Weapon shop in Mideel after its destruction.

WORLD MAP



WALKTHROUGH

DISC 1

REACTOR NO.1

The game starts with a beautiful snow falling scene, the camera slowly zooms out into the bird eye view of Midgar and FF7 logo will flash into the screen. After the opening cut scene, the camera focus on a bunch of rookies coming out of the train and attacking the local guards, finally a spike-haired lad will jump out of the train.

As soon as you get control of Cloud [YOUR HERO'S NAME] you'll get attacked by two low level soldiers and the screen will shift to battle view/screen/whatever you want to call it. The battle system is very simple, you wait for your turn and command your character/characters to attack and the same applies for the enemies. Cloud initially comes with a huge sword and two magic materias. Since these are low level soldiers, a single sweep from your huge buster sword is enough to deal with them.

After the fighting, enter the left alley and talk to the team near the entrance of the city. You'll get an option to choose a name for Cloud followed by Barret, type in your desired name and hit OK to complete the scene. Follow the team and enter the abbey, don't go roaming around the city unless you want Shinra soldiers kick your ass. Enter the abbey and go through the right door, talk to Barret and he'll decide to come with you in case you ran into any problems [*COUGH* I MEAN HE... GO...ES INSIDE YOU].

Talk to Biggs and he'll open the gate to the reactor, follow Jessie to the elevator and hit the switch inside to go down to the basement. Use the ladders and stairs and make your way to the bottom of the abbey, there are numerous creatures roaming inside the abbey so move quickly to avoid unwanted trouble. Once you reach the ground floor, you'll see a ? symbol near the bridge, touch the symbol and save the game. Then cross the bridge to the right and you'll find a Restore materia on the floor, pick it up and add it to the inventory. Go near the reactor and talk to Barret to trigger a cut scene where Cloud plants the bomb and triggers the alarm by mistake [WHAT A STUPID GUY!].

 GUARD SCORPIO

Welcome to your first boss fight in FFVII! These fights are more like three-on-one, you with your friends against the boss. Unlike other battles these fights will last longer, so make sure you are fully healed and equipped before entering the sequence which'll trigger a boss fight. The Guard Scorpion is extremely weak against lighting attacks, so use Cloud's lighting magic to inflict more damage and as for Barret his rifle attack should be enough since he got no materias. Once you inflict certain amount of damage, the scorpion will raise its tail and you'll get a warning not to attack while its tail is raised. Now don't even dare to attack in this situation, instead use this time and heal yourself using the potions from the item slot. Wait until it lowers its tail and repeat the same strategy until the scorpion is fully fried.

Once the battle is over, you will get 10 minutes timer before the bomb goes BOOM. Run across the bridge and make your way back inside, it's best if you save the game again near the ? mark. Enter the factory and you'll see Jessie stuck in the metal pipes, go near her and hit the interaction button to free her. Follow her outside and Biggs and Widget will also join you, go through the gates and exit the compound before the timer runs out.

After the BOOM, the camera will focus on the team chatting in an underground tunnel. Wait for the cut scene to complete and follow Barret to the rendezvous point in Sector 7. On the way, you'll meet a flower girl [THE ONE YOU SAW IN THE OPENING CUT SCENE]. Who asks you about the explosion, choose a dialogue from the options to respond to the girl and watch the scene. Then continue down the path and you'll get attacked by a large group of soldiers, kill them and you'll get another cut scene where Cloud jumps to the train and joins up with the rest of the team [HOW DRAMATIC!].

Wait until you get control of Cloud and follow the team to the next car, talk to Jessie and Barret and they'll explain the city's structure and how it is effective the people living in the slums. Wait until the train stops and follow the team to the next area, go to the left side of the screen and save the game.

SECTOR 7 SLUMS

Follow the team to the rendezvous place and you'll meet Tifa and Barret's daughter, Marlene, talk to Tifa and you'll get an option to name her. Then go near the front door to call Barret inside, follow the team to the meeting room and Cloud and Barret will have a chat about Shinra. Use the elevator and go back upstairs, talk to Tifa and you'll get cut scene of Cloud and Tifa's childhood.

In the morning, talk to Barret and he'll ask you to explain how to use the materia you found in the last mission. If you choose to teach him then you'll get a short tutorial about materias [IF THIS IS THE FIRST TIME YOU ARE PLAYING FF7 THEN IT IS RECOMMENDED THAT YOU GO THROUGH THIS TUTORIALS]. Go to menu and choose materia, equip someone with the restore materia and close the menu window.

Exit the bar and head to the left building, talk to the owner and buy some materias and potions. Next, head to the weapon shop in the right and talk to the owner to buy some armor. Go to the first floor and you'll enter the Beginner's Hall, talk to the guy near the entrance and he'll let you enter the hall. Pick up the All materia from the chest and attach it to the restore materia i.e., put it to the same linked materia slot as the restore materia. Talk to everyone here and save the game near the ? symbol.

Head back to the train station and talk to Barret and Tifa. Suddenly the alarm will go off alerting the security about the unidentified passengers in the train, you'll get only few seconds of time to move from car to car so be quick and move from car to car until you reach the fifth car. Talk to Tifa and jump out of the train to trigger a cut scene.

REACTOR NO.5

Proceed north and you'll reach a dead end, turn left and examine the drainage gate to activate a sequence, jump down to the sewers and use the ladder at the edge to climb down. Proceed left and turn right, climb down the ladders and go through the duct. Talk to Jessie and follow her to the ground floor, save the game near the ? symbol [I'M FEELING DEJA VU].

Cross the bridge and move near the reactor to place the bomb [WOW!!! NO DETONATION TIMER. GOOD]. Go across the bridge and climb the stairs, use the elevator and ride back to the upper level. Exit the room and you'll reach a dead end, turn left and go through the small space in the wall. Press the computer switch and go through the newly opened gate, save the game before proceeding to the next area. If you are running low on HP then go near the save point and access the menu, go to item slot and use the tent you found to restore your HP and MP. Save the game again if you want and enter the next area, cross the bridge and you'll get a cut scene where you'll meet President Shinra.

 AIRBUSTER

You must have noticed that the team is split into two groups, this can be used as an advantage. Since the Airbuster is extremely weak against physical attacks and lightning, any attack from behind will increase/double the damage inflicted. As I already mentioned Airbuster is weak against physical attacks, cloud's melee attack can inflict around 200 whereas his lightning can inflict 160 or something. If you manage to get a limit break from behind then that'll be the end of its story. But you don't have to worry even if you don't get a limit break because this battle is easy as taking a candy from the baby, just concentrate on keeping your HP stable and don't let it get less than 100.

SECTOR 5 SLUMS

After the fight, you'll get a cut scene where Cloud will fall off the edge and gets separated from the team. When you wake up you'll see the flower girl you met before sitting next you, talk to her and you'll get an option to name her. Talk to her a few more times and you'll see a guy coming inside, talk to him and again to Aeris to activate a cut scene. Go across the wooden platform and jump to the steps, go upstairs and jump over the gap to get another cut scene where they'll surround Aeris [NOTICE RENO CALLS AERIS AS ANCIENT].

After the cut scene, you'll get an option to have Aeris either wait for help or fight them. If you choose to fight them then you have to kill all the soldiers as Aeris which is very easy. If you give wait then go across the wooden beam and you'll see some barrels, look at the soldiers below and push the corresponding barrel to kill them. Then go across the first wooden beam and turn right to enter the rooftop. Talk to Aeris and jump from roof to roof until you reach the slums, move left and save the game. Proceed west and talk to the guy in the entrance, he'll tell you about a guy who lives in a pipe [HMMM..... INTERESTING]. Enter the pipe next to you and talk to the guy, who talks nothing except for ooh...uhhhh...aghhhhhhh.

Go north and turn right, enter the lone house and you'll meet Aeris's mom inside, who asks you to leave without telling Aeris [THIS IS THE REWARD I GET FOR SAVING HER. GREAT]. Go upstairs and talk to Aeris, then in the morning slowly walk downstairs and exit the house. Pick up the Cover materia from the garden and save the game, head west and exit the slums.

Exit the town and move left then suddenly Aeris will appear in front of the cave and offers to guide you to Sector 7 Slum, follow her inside the cave and turn right. Cross the metal bridge and climb down using the red bridge, crawl under the pipe and turn right to exit the cave. Talk to Aeris and follow her to the top of the doom to trigger a cut scene where you'll see a cart taking Tifa somewhere. Jump off the doom and follow it to the market, turn right and save the game in the north corner.

WALL MARKET

Welcome to Wall Market! Not an appropriate for children and Cloud to come. Anyway, go to the bottom-right side of the screen and ask the men outside the bar about Tifa. Then go to the top-left of the screen and talk to the man outside the mansion, he won't let Cloud pass through the door [SEE TOLD YOU, POOR CLOUD]. Talk to Aeris and go to the cloth shop in west, talk to the owner and she'll ask you to find her father. Go to the bar in the right side and talk to the drunken in front of the bartender, return to the cloth shop and the owner will give you some girl clothes. Next you need a wig, head to the gym near the cloth shop and talk to guy near the ring to collect the wig. Go back to the cloth shop and enter the dressing room to get changed [OH MAN! HOW EMBARRASSING!].

Go back to the mansion and talk to the guard again, climb the stairs in the right side and enter the left room. Climb downstairs and you'll see Tifa in the dungeons, talk to her to trigger a scene. Then talk to the man near the door and kill the men inside the room, go down to the dungeons again and talk to Aeris/Tifa. Enter the room in the centre and watch the cut scene. You'll find yourself in sewer, talk to Tifa and Aeris and you'll get attacked by Aps.

 APS

Since its a water type, equip someone with a fire materia to deal more damage and also make sure you have someone equipped with restore materia paired with all materia, this way you can heal your entire team in a single turn. Aps got comparatively less HP than the other boss so you shouldn't any hard time defeating it. Put all your meele characters in the back row and use a healer to keep their HP stable, limit breaks and fire/bolt is more than enough to deal with him. Also keep in mind that its tsunami attack will inflict damage to everyone the battle ground i.e., it'll get hurt every time it uses its tsunami attack, use this to your advantage and kill the Aps.

After the battle, use the ladder in the right side and climb the stairs. Jump down to the ground and climb downstairs, pick up the Steal materia from the ground and climb the ladder. Exit the drainage and you'll see a ruined train station, save the game near the fences.

TRAIN GRAVEYARD

Enter the train and exit it through the other side, climb the ladder and jump to the metal pipe. Go left and enter the train near the barrel, exit the train and get to the rooftop. Climb down the ladder and enter the next train, exit through the other side and move left to enter the next area. Enter the first train and use it to move the dislocated train out of the track. Then move the second train and use the ladder to climb to the rooftop, jump from train to train and climb down the ladder at the end to enter Sector 7. Watch the cut scene and save the game near the fences.

THE PILLAR

Talk to the wounded team members and make your way to Barret, be very fast while climbing the stairs, it's densely occupied by Shinra soldiers. When you reach Barret, you'll get an option to equip your team members with weapons and materia. Put Cloud and Tifa in the back row and equip every one magic materias and new weapons. Once you are done, hit OK and watch the scene.

RENO

Reno is a very soft nut to crack, his best ability is to seal your character in a pyramid which can be easily destroyed with physical attacks. His extremely weak without any immunity so the strategy is to hit, hit again and hit some more. Use any sorts of attack except for bolt and crack him into pieces.

After the battle, watch the cut scene where Shinra kidnaps Aeris and escapes. Talk to Tifa and Barret to trigger another scene, the team decides to go after the Turks and rescue Aeris.

SECTOR 5 SLUMS

Before going to the slums, go back to the playground and pick up the Sense materia. Then head back to the cave and climb onto the wooden bridge, go across the metal rod and crawl under the pipe. Use the red metal bridge to cross the gap and exit the cave. Proceed east and make your way to Aeris's house to inform her mother about the situation. Go upstairs and talk to Barret, exit the house and save the game.

Leave the house and go to the weapon shop in Wall Market, talk to the man in the right side of the store and purchase the batteries. Make your way to the mansion at the north and some kids will tell you to follow them, do as they say and talk to the girl near the metal pipe. Climb onto the pipe and you'll see the remains of The Plate, jump left and go across the metal rod. Turn right and put the battery you purchased into the holder to power up the fan, jump onto the fan wing and climb up. Go left and put another battery into the box, cross the yellow bridge and climb on top of the metal wire. Wait until the pendulum come closer and hit OK to jump to it, swing to the other side and use the pipe to climb up.

When you reach the top you'll see the chopper landing on the roof, you'll get two options: you can either bust in through the front door or you can sneak inside from the backdoor. Choose any option and save the game near the front door.

SHINRA HEADQUARTERS

Sneaking in is a lengthy process whereas bust in is risky, it doesn't matter which one you choose because your destination is 59th floor and you'll reach it either way. When you reach 59th floor, you'll get attacked by two guards, kill them and pick up the key card. Use the elevator and head to the next floor. Enter the left room and you'll see some guards patrolling inside the room. Wait for them to turn around and run for cover behind the pillar, make your way to the other side and repeat the same for your team members.

Use the stairs in the right and head to the next floor, talk to the guy near the door and he'll give you the key card to 62nd floor. Proceed to 62nd floor and talk to the guy [MAYOR] inside the room, he'll agree to give you the key card if you tell him the password to the weapon store. There are four libraries in the centre with six bookshelves in each. Read the nameplate in the entrance and enter the room, check every shelf and find the book which doesn't belong to the respective department. Find all four books and take note of the number behind the name, if the number is 5 then look at the fifth letter of that book and write it down in a sheet of paper. Return to the Mayor and he'll ask you to tell the answer, if you manage to get the right answer at the first attempt then he'll reward you with an Elemental materia.

Make your way to the 65th floor and enter the large room in the centre, examine the model of the city and you'll notice some pieces are missing. The parts are scattered all over the room, find them and put them in the empty slots. Once done, open the chest in the stairs to find the key card to the next floor. Talk to the people here and they'll tell you something interesting [HMMM WELL LET'S CHECK IT IF TRUE]. Head to the bathroom and climb up to the air duct, crawl across the duct and you'll see a big evil Shinra meeting going on [BI NGO]. Listen carefully and you'll get some information about the Ancients, crawl back outside and the team decides to follow the psycho scientist. Go to next floor and you'll see the evil scientist leaving the door wide open [HOW SWEET OF HIM! THANK YOU MR. HOJO].

Follow him to the laboratory and watch the cut scene, pick up the Poison materia from the left side of the room and continue following him. Save the game and use the elevator to go to the next floor, follow him to the laboratory and watch the cut scene. Choose someone to go with Aeris and watch the remaining scene, best if you choose Tifa since you are going to need Barret in next fight. Choose a name for Red XI II and hit OK when you are fully equipped and ready.

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He/I t got a very less amount of HP but the problem is his in the back line with his mini followers in the front line. These minies will poison you every turn so don't worry about healing yourself or killing them, just concentrate on the boss and finish him off quickly. Also remember that you can't hit with physical attacks so you have to rely on magic and limit breaks throughout the battle.

Change members if you want and split into two groups. Enter the tube where Aeris was kept and pick up the Enemy skill materia [VERY IMPORTANT MATERIA]. Climb the stairs in the top-right corner and talk to the man in gray suit; he'll give you the key card to 68th floor. Head to 67th floor and use the stairs to go to 66th floor, approach the elevator and you'll get a cut scene where Shinra soldiers captures and puts you in prison [GREAT!].

After the cut scene, talk to everyone and take some rest. In the morning, you'll see the prison door [WI DE] open [WAITING FOR YOU TO ESCAPE]. Go outside and you'll see a dead body, wake up everyone and examine the body. Follow Red XI II and go to the 69th floor again, save the game and talk to Red XI II inside laboratory. Climb upstairs and go through the door in right, follow the blood trailer and enter the President's Office. Examine the body and you'll get another cut scene, go through the left door and enter the balcony.

You'll be in control of Tifa, go near the elevator and you'll get an option to remove materias from your characters. Remove the materias from Tifa and equip them to your other characters, enter the elevator and watch the scene.

HUNDRED GUNNER

This fight is a little different from other fights, you can't reach him with physical attacks so Red XI II serves no purpose. You need to defeat him using only magic and limit breaks. If your characters are running low on health then use Red XI II to heal them using potions or restore materia, don't forget about Aeris's healing wind.

HELI GUNNER

After you defeat Hundred Gunner, Heli Gunner will attack. Use the same strategy we used for the previous battle and heal yourself if you are hurt. Be careful about its artillery attack, you'll receive quiet a lot of damage if you get hit by one of them. Heli is extremely weak against lightning and wind so have someone equipped with lightning materia or at least with fire materia.

After the fight, remove all the materias from your characters and equip them to Cloud. Don't use too much materias, it'll effect his strength and health. Just use any two magic materias with a restore materia, that's should be enough for next battle. When you are done, hit OK to trigger another boss fight.

RUFUS

This guy *cough* I mean the President Shinra can be considered as the easiest boss of all. He attacks with his pet dog which can create barrier around Rufus preventing you from using physical attacks, so you need to stick with magic all the time. Especially ice and bolt, you can kill his pet dog first and then go for him or just take care of the President and finish off the battle.

Go back inside and follow the blood trail, save the game in the small room in front of the office and talk to Tifa near the stairs. Follow her to the ground floor and watch the cut scene where Cloud and others escape the HQ. Wait until you get control of Cloud and learn how to ride a bike, kill the pursuers attacking the truck and follow your friends.

MOTOR BALL

Its entire body is cover in metal so using fire, ice and physical attacks will have no effects. Instead use lightning and

limit breaks, lightning will work like a charm dealing 300 damage every time. Tifa's attacks are of no use so use her to heal the remaining characters. Two lightning attacks with one cross-slash should be enough to finish it off.

Watch the cut scene and talk to everyone, then form team of three and head south to enter the world map. In world map you can save game and change members whenever you want. Also remember that there's no telling where you'll get attacked by wild creatures so always stay alert and keep a firm grip on your sword.

KALM TOWN

From where you are standing, head northwest and you'll see a small town [WI TH BLUE TILES]. Enter the town and go to the local inn, head upstairs and meet up with the rest of the team. Talk to the group and you'll get a cut scene where Cloud explains few things about Sephi.

NI BELHEIM

Flashback starts when you are travelling to your hometown with Sephi. Your ship gets attacked by a dragon like creature and you'll get transported to the battle ground. There's really nothing for you to do here, you can't control Sephi and it doesn't matter if Cloud dies so just sit back and enjoy the fight.

Wait until you get control of Cloud and talk to Sephi, he'll let you go and meet your friends and family. Enter the first house in the right and you'll get several cut scenes including the ones you dreamt about while travelling with your friends. Then go to Tifa's house and look around for her, play the piano if you want and exit the house. Head back to the inn and talk to Sephi twice, agree to take some rest and go to bed.

In the morning, exit the inn and talk to Sephi near the bottom of the hill. Talk to Tifa and follow her across the bridge, enter the cave and follow down the path until you reach the exit. Go near the reactor and talk to Sephi, follow him inside the reactor and use the pipes and chains to get down to the ground. Talk to Sephi again and examine the tubes to get another scene.

When you wake up, you'll realize Sephi is missing. Exit the inn and talk to the soldiers outside, they'll say Sephi was wandering around the Shinra Mansion last night. Enter the mansion and head upstairs, go through the left room and climb down the spiral staircase to the library. Talk to Sephi and watch the cut scene where Sephi goes on babbling about his origins/whatever, head back to your room and take some rest. Return to the library in the morning and talk to Sephi again [MAN! WHAT'S WRONG WI TH THIS GUY!?!]. Run out of the mansion and head to the mountains, follow Sephi inside the reactor and talk to him to get another cut scene [OOUF TOO MUCH CUT SCENES].

Once you get control of Cloud, talk to the team and get some rest. Morning, meet the team near the front door and Tifa will give you PHS, which'll allow you to switch between characters in world map or at save points. Exit Kalm and save the game in the world map.

CHOCOBO FARM

From Kalm head east and pass the mountains, turn south and you'll see a small farm and a lake. Talk to the man inside and he'll ask you if you want to cross the Zolom Swamp, say yes and he'll tell you to talk to his grandson. Enter the stable in the right side and talk to Chocobo Billy [HI S GRANDSON], he'll explain how to catch a Chocobo and use them to travel distant places in short time. Buy a Chocobo Lure materia and some green to feed it, it doesn't matter what type of green you feed them [NOW] so buy the cheapest one.

Then exit the farm and go near the fence, interact with Chocobos and choose "wark" to get the Chocobo/Mog materia, your first summoning materia. Exit the farm and equip one of your characters with the Chocobo Lure materia, look for Chocobo footprints and walk on them to trigger a fight. The Chocobo will run away from the fight if you hit it or get scared so use the green you purchased and throw it at it to distract from the fight, kill the remaining creatures around it to capture Chocobo. Use the Chocobo and cross the swamp without getting caught by the Swamp Zolom.

MI DGAR ZOLOM

This is an optional fight so there's no need for you to fight it if you don't want to fight it, you can fight it as many time as you want by entering the swamp but it won't give you much XP. It got around 4000 HP with ultra powerful attacks. In other words, your characters won't stand a chance against it. Zolom got a special ability called 'beta' which can learnt by using enemy skill materia but it's totally impossible to learn it at this stage because your characters will die as soon as it uses it.

Even if you manage to stand its beta it'll sometimes throw one of your characters out of the battle. If it throws out the one with the enemy skill materia then you can't get the skill. The only way to avoid this is by killing your two characters and entering the battle with the remaining one, but its totally impossible to stand against this monster and defeat it. So I suggest you play this when you are strong enough to defeat it i.e., when you have at least more than 2500 HP.

MYTHRIL MINES

Once you get the Chocobo, cross the swamp and head towards the small cave. Dismount the Chocobo and watch the scene, save the game if you want and enter the cave. Proceed east and you'll find some steps in the end, use the vines covering the rock and retrieve the Long Range materia from the top. Head west from the entrance and you'll see the Turks searching the cave, talk to them and watch the scene. Once done, use the vine and climb up to the platform where Tseng was standing and exit the cave.

FORT CONDOR

In front of the cave you'll see a tall tower, enter it and talk to the guy in the entrance. He asks you help them fight against Shinra, this is an optional mission [NOW BUT YOU HAVE TO PLAY IT LATER IN THE GAME] so if you don't want to play it then just exit the tower. If you want to help then follow him to next floor and talk to man in the right side, climb down the ladder near him and save the game.

Do some shopping and take some rest to restore your lost strength, then climb the ladder in the left side and talk to guy in the lookout. After the conversation, start the mini game and place the some soldiers and archers near the cliff, max the game speed and kill the enemy troops before they reach the top. If you fail to stop them from reaching the top then you will be forced to fight their boss, which isn't very easy at this point of the game.

GRAND HORN

In one word, not possible to defeat it at this point of the game. He got around 8000 HP and moderate attack, but the problem is you can't fight it in your current level. However you will force to complete this mission later in disc 2 and by that time it'll be child's play to defeat him, so it's best if you move on and skip this part for later. I t'll save Gil and time.

When you are done, exit the tower and you'll see some thick forest covering the mountain in front of you. Walk around these forests getting into fight until you find a girl with a large metal boomerang, defeat her and talk to her to recruit her to your team: "Not interested" "Petrified" "Wait a second" "That's right" "Lets hurry on".

JUNON

Travel west and you'll see a town at the edge of the coast, enter it and do some shopping if you want. Then head west and enter the beach, talk to the little girl and watch the cut scene. After the scene, you'll get attacked by a large sea monster.

BOTTOMSWELL

Equip all your magic materias to your characters and make sure you have someone with restore and all materias paired, this is a pretty long fight so restore will become extremely handy. He has an ability like Reno which will trap your character inside a shell, if anyone gets trapped then use magic to free them [YOU CAN'T BREAK IT WITH PHYSICAL ATTACK]. Since his a water creature use fire or lightning type attacks for offense, concentrate on keeping your HP stable and it'll be a fairly easy fight.

Then an old man will tell you to perform CPR, press the appropriate button and wait until the bar reaches the top end then press the button again to release. Repeat this for five or six times and watch the scene, return to the town and talk to old woman near the entrance to rest in her house. In the morning, meet up with the team in the center of the town and talk to everyone.

Go upstairs and talk to Priscilla, she'll give you Shiva material as a gift for saving her. Follow her to the beach and she'll explain how to use the dolphins to get up to the tower, walk into the water and blow the whistle to use the dolphin to reach the top bar in the tower.

Once you reach the top, head south and use the elevator to descend to the control room. Enter the room in the south and talk to the captain inside, change into Shinra's uniform and learn how to drill in the parade. Then follow the Capitan

outside and watch the scene carefully, wait for captain's order and join up with parade march. You'll get a reward according to your performance so do as exactly as the other soldiers and join the parade:

- Better than 0% - grenade
- Better than 22% - 6 potions
- Better than 40% - 6 ethers
- Better than 51% - 5000 Gil

Return to the locker room and you'll receive another tutorial. Wait until the soldiers leave the room and save the game, exit the room and do some shopping if you want. Talk to the guy standing near the door and enter the building, pick up the Enemy Skill materia and head north to enter the main road. Talk to the Captain and he'll tell you to get ready for the performance in front the President, you will receive another reward depending on the score you get:

- Better than 000 - silver glasses
- Better than 060 - HP Plus materia
- Better than 100 - force stealer

After the performance, watch the cut scene and wait for the Captain to order 'All Clear'. Join up with Red XIII and head north, enter the ship, watch the cut scene and travel to Costa Del Sol.

CARGO SHIP

Everyone is disguised as a crew member and hiding somewhere in the ship, you need to find them before going for the President. Start off by talking to Yuffie and Aeris who are dressed as pilot and hiding behind the crates. Then head upstairs and talk to Tifa and Red XIII [OH MAN! RED LOOKS PATHETIC], turn left and save the game near the control room. Head back to the lower deck and talk to Aeris, she'll tell you Barret is missing. Return to the upper deck and head left, talk to Barret and follow him back to the deck. Talk to everyone and form a team of three, head back downstairs and pick up the All materia from where Yuffie was sitting. Go through the north door and talk to the Ship Captain to trigger a cut scene.

JENOVA BIRTH

The best strategy for this battle is to use limit breaks as much as you can. Jenova's powerful attacks will fill your gauge super fast so rely more on limit breaks and summoning materias. She immune to gravity and poison magic and have a pretty good defense. Put your characters on the back row and use physical attacks rather than magic, Shiva will be the turning point of the battle so don't agitate to summon her.

After the battle, listen to the short story and pick up the I Frit material from the ground, exit the room and watch the cut scene.

COSTA DEL SOL

Talk to the team and everyone decides to take a break and relax in the beach, go east and you'll see Rufus's chopper approaching the area. Go right and you'll see everyone relaxing in the beach, do some shopping if you want and talk to Red XIII who is sleeping near the kids. Talk to Yuffie who has found herself a part time job in the local materia shop and go to the local inn, talk to Barret in the bathroom and exit the building. Then head east and enter the beach, talk to Tifa and Aeris and you'll notice Dr. Hojo on the other side. Talk to him and return to the inn, take some rest and join up with the rest of the team in the morning.

Before you leave talk to the guy inside the huge mansion near the entrance, he'll sell you the villa for 30000/300000 Gil [DEPENDI NG ON YOUR MONEY]. I know it's not possible to have that much of money but you can purchase later on in the game. Then talk to material shop owner and he'll tell his been robbed by his new worker [YUFFIE].

MT. COREL

Go west and down the bridge in the entrance, save the game in the world map and head south until you reach the river. Follow the mountain path and talk to the guy in the entrance, he'll tell you he saw a guy in black cape wandering around the area. Head straight and turn left when you reach the end, proceed north and keep following the path until you reach the next area.

Proceed south and follow the track until you reach a save point, save the game and continue on the higher track. Pick up the Transform materia and enter the hut, press the switch inside to lower the bridge. Head back to the starting point and jump to the lower track, cross the bridge and follow the team to the east. Proceed left and across the bridge to enter the town.

NORTH COREL

Enter the small run down town and watch the scene, do some shopping if you want and talk to everyone here. Go west near the large 'Gold Saucer' sign and talk to the lady in the check post, hop onto the train and travel to Gold Saucer.

GOLD SAUCER

Talk to the girl near the entrance of the amusement park and she'll ask you whether you want buy a single ticket or a gold ticket, you can buy the life time ticket for 3000/30000 Gil but there's no need to spend that much of money on a stupid ticket so buy a normal ticket for 300 gil and enter the saucer.

Talk to the team and everyone decides to take some time and relax [ARRGH... WHAT A BUNCH OF IDIOTS! ALL THEY ARE DOING IS RESTING]. You can check out the attractions if you want but your real destination is Wonder Square, so jump down to the Wonder Square tunnel and you'll see a talking..... ah cat..... nah a stuff toy..... whatever in the entrance, talk to it and you'll get a chance to name him/it. Enter the square and you'll meet, Dio, who tell you about a young man in black cape wandering around the area looking for Black materia. Head back to the station and jump down to the Battle Square, move towards the ring and watch the cut scene. One more thing, you can participate in Battle Square and earn BP, if you earn enough BP then you can exchange it for Cloud's final limit break omnislash.

COREL PRISON

Cross the fences and turn right, save the game and head south until you reach a dead body near the fence. Talk to Barret and return to the save point, enter the broken house and talk to the team to trigger a cut scene. Then head back to the fence and move south, talk to the guy in the train and he'll tell you to get permission from the boss if you want return to the upper surface. Go back to the house and move north until you reach the next area, cross the fence where a worker is standing and move east, follow down the muddy path and you'll meet the boss who is non-other than Dyne.

DYNE

This is a one-on-one fight between Barret and Dyne so it's best to put Barret in the back row. It'll be more like a shooting competition than a duel and Dyne is immune to most of the magic so remove all Barret materias except for restore to increase his physical strength. In battle, Dyne will fill your gauge in every turn or two so use limit breaks as much as you can and concentrate keeping your health more than 400. His normal attacks will inflict around 80 while his limit break will inflict 400 so it's important that your health is more than 400 HP. If you manage to keep your health stable then the battle won't last more than 2 minutes.

Watch the cut scene and return to the guy in the train, talk to him and he'll agree to let you go on one condition, you have to win a Chocobo race in Chocobo Square. Agree to the condition and follow Ester to a Chocobo Race, pick up the Ramuh materia from the ground and wait until Ester explains how to ride the Chocobo. Go through the door and wait until the countdown starts, you can either control the Chocobo manually or automatically. Choose auto and wait until the race completes, then you'll get a call from Aeris telling you that the owner has gifted a buggy to travel around the world. Make a party of three and leave Gold Saucer.

GONGAGA VILLAGE

Hop onto the buggy and head south, you'll see a small village [WHICH LOOKS MORE LIKE SCRAP YARD] in the middle of the forest. Enter the village and you'll reach a fork, go left and you'll see Reno and Rude chatting at the middle of the road, then Elena will show up out of nowhere and alerts them about your presence [THESE GUYS ARE MORE DUMB THAN CLOUD AND HIS TEAM].

RENO AND RUDE

If you defeat one the other one will also leave so concentrate on anyone of them. There's no change in Reno's attack pattern so there's problem in kicking him out of the battle. As for Rude, his attacks are moderate but the pain is his healing ability, he keeps healing him and Reno every time you hit them. The best strategy is to concentrate on Rude instead of Reno and get rid of him; his drop item is an X-potion which is very essential in the upcoming boss fight. So I suggest you go for Rude instead of that good for nothing Reno.

After the fight, pick up the Death Blow materia and take right in the fork. Enter the reactor and watch the cut scene, examine the reactor and pick up the Titan materia. Go back to the left fork and enter the first house in the right side,

talk to the old couple inside and they'll ask you if you know anything about their son, Zack. Exit the house and purchase whatever you want, then take some rest in the local inn and exit the village in the morning.

COSMO CANYON

Hop onto the buggy and head west until you reach the river, cross the river on the light blue surface and you'll see a canyon. Drive to the top and enter the town, watch the cut scene and follow Red XIII to his house. Talk to his grandfather and he'll tell you to call your friends inside, do as he says and call the rest of the team inside. Follow grandpa to his laboratory and watch the scene, save the game in the Weapon shop and do some shopping if you want. Then meet up with your team in Cosmo Candles fire and form a team of three consisting Red XIII, head back to grandpa's laboratory and follow him to the cave.

CAVE OF THE GI

Climb down all the ladder and ropes and you'll see three caves with openings, you need to find the right cave which will open the door to the cave interior. Enter the third cave in the left and hit the switch inside to open the door, go through it and you'll reach a fork. Take left and slowly make your way to the exit, if you run on the shiny liquid on the floor then you'll skid and hit the spikes at the edge. Go left and exit the cave, pick up the Added Effect materia and return to the fork.

Head right and approach the stairs to trigger a scene, climb the steps and go through the door. Head north and you'll reach another fork, take the second from left and continue down the tiny path. There are spider webs blocking the way, touch the web to trigger the fight and kill them. Proceed forward and go near the statue to get another scene.

GI NITTAK

Best strategy for this battle is: X-potion=instant victory. His highly weak against holy power [DUH! HIS UNDEAD] so the best way to defeat him is to throw a bottle of X-potion at it. If you are planning to defeat it manually then you may have to fight him few times forming the strategy and believe me it is close to impossible to defeat him using physical attacks and magic powers because his immune to water, earth and gravity magic and your normal attacks won't do any good except for giving him few scratches.

After the fight, pick up the Gravity materia and go through the newly opened door. Watch the cut scene and make a group of three, try to exit the canyon and you'll get a scene where Red XIII will rejoin your team [YUPPIE... HIS BACK].

ANCIENT FOREST

Ancient Forest becomes available as soon as you unlock chocobo breeding, you need either a black chocobo or gold chocobo or defeat Ultimate Weapon in disc 2 or 3. Head north from Cosmo Canyon and enter the forest. Pick up the bugs and frog and drop down from the cliff, use the hanging nest and jump over the plant. Pick up the frog and head east, use the purple vine and jump to the cliff. Drop the frog into the nest and jump to the other side. Pick up the frog here and drop into the nest, jump onto the nest and wait until it split you to the other side. Pick up the bag and throw it at the plant, go across the plant and pick up the Slash-All materia.

Pick up the frog and move towards the cliff, drop the frog into the nest and jump over the gap. Pick up both flies here and put in the nest, jump to the treetop and move left. Turn south and pick up the Typhoon materia. Head back to the starting point and turn right, drop down from the tree and head east. Pick up the bug and drop it in the nest, jump to the other platform and pick up the bag, throw it at the plant and move left. Pick up the fly and take it to the tree, drop it in the hole and a frog will come out. Pick up the frog and drop it in the nest, jump onto the nest and wait until it throws you to the other side. Enter the cave and pick up the apocalypse, it has triple materia growth. Head north and exit the cave.

NIBELHEIM

Get back on your buggy and descend the canyon, cross the river and head north until you see Cloud and Tifa's home town. Enter the town and watch the short scene, do some shopping if you are running low on accessories and go to the local inn for rest. Roam around the town and you'll notice people acting like nothing happened five years. [UNLESS YOU HAVE A HOLE IN THE HEAD] you must have noticed some weird looking black cloak men walking around babbling stupid things like Sep... hi... roth... re... union... Jenova... blah... blah... blah... talk to this men and you'll see tattoos on them [HMMM SOMETHING FISHY HERE].

Head for Shinra Mansion and turn left, examine the piece of paper on the floor and choose the invisible option 'dial 4' saying (4) Right 97. Go upstairs and head left, open the chest and examine the lid to find (1) Right 36. Head back downstairs and enter the left room near the entrance, examine right side of the piano to find a piece of paper saying (2) Left 10. Enter the right room in the top floor and you'll reach a fork, go north and examine the floor near the door to find the next clue (3) Right 59.

Go to the room where you find the chest and you'll see a locked safe. Enter the numbers you have found in (1) (2) (3) and (4) order i.e., Right 36, Left 10, Right 59 and Right 97 and make sure you won't exceed the numbers while turning or else you have to do it from the beginning. Once you opened the locker, pick up the key and you'll get attacked by Lost Number.

LOST NUMBER

This is an optional fight so you don't have to fight him if you don't want to but if you want to recruit Vincent and get Red XIII's final limit break then you have to solve the puzzle and defeat him. Anyway, charge your limit breaks before the fight starts and get your summoning materias equipped along with Restore and All materias. Start off the fighting by limit breaks then follow it up by bio, use Chocobo/Mog as much as you can and summon Shiva and I Frit once it reached its half health. Stay healed all the time and stick with physical attacks instead of wasting MP on casting spells.

After the fight, pick up the Odin materia, Cosmo Memory [RED XIII'S FINAL LIMIT BREAK] and key to the basement and exit the room. Head to the library i.e., go to the right room in the first floor and enter the hidden door in the wall, descend the spiral staircase and enter the room in the right side of the entrance. Examine the coffin and you'll find a guy sleeping inside it, talk to him about Sephi and ask his name. Exit the room and Vincent will join your team, name him and hit OK when you are done.

Head to the library and watch the scene, pick up the Destruct materia and exit the mansion. Take some rest in the local inn to restore your lost HP and MP and head to the mountains, save the game in the world map and proceed north to reach the Mt. Nibel.

MT. NIBEL

Follow the mountain path and you'll eventually reach a fork, take left and continue down the path. Cross the wooden bridge and enter the building, climb down to the lower floor and exit the building through the left door. Move west from the reactor and you'll reach a tiny mountain path, follow it to the edge and enter the cave in the southeast. Go left and pick up the Elemental materia from the mako fountain, make your back to the reactor and enter the room again. You'll see some pipes in the top floor of the room, enter the pipe no. 4 and it'll take you down to the ground floor. Pick up the All materia and save the game, go near the huge bird and examine it to trigger a fight.

MATERIA KEEPER

Another creature with ultra powerful attack called, Trine. It's highly immune to gravity and can heal itself using fire attacks. If you are using Vincent then I recommend you don't use his limit break since he uses fire based attacks. Surviving against it is no easy task, use any level 2 magic like lightning 2, bio 2 and cure 2. Using bio to poison him every turn and staying healed is the best strategy. Summon Shiva in the last minute of battle to avoid getting hit by its trine attack, but remember not to use I Frit.

Pick up the Counter Attack materia and exit the cave through east, follow down the mountain path and head east to enter the world map. You can also go back to Nibelheim if you need to purchase something or restore your HP and MP, if not then head to the next town [ONE MORE THING, NO MORE BUGGY FROM HERE].

ROCKET TOWN

Head west from Mt. Nibel and wind around the mountains, proceed northeast and enter the next town. Talk to the old man near the entrance and agree to take a look at the rocket, then roam around the town doing shopping and stop in the inn for some rest. When you are done, enter the house in the right side and go to its backyard, talk to the girl and she'll tell you to meet her Captain if you want to use the tiny bronco. Exit the village and head towards the rocket, climb up to the cockpit and talk to the guy inside. Return to the house with him and watch the cut scene, go to the backyard and talk to Palmer to trigger a fight.

PALMER

This isn't anything like the real boss fight, this fat ass just keeps dancing around the ground using a stupid attack called mako gun which can't hit more one person at time. Just rely on your physical attacks and don't bother to heal yourself.

Watch the cut scene and Cid will join your team, take control of the tiny bronco and leave the town.

WUTAI

Once you get tiny bronco, head west and approach the desert, dock your ship and proceed towards the town to trigger a cut scene where Yuffie steals all your materias and escapes. Enter the town and you'll see Yuffie running away, follow her across the bridge and save the game. Enter the inn in the left side and you'll see the Turks, talk to them and exit the inn. Then head north and enter the right house near the Pagoda, talk to the man inside and Yuffie will jump out of nowhere and runs out. Follow her and enter the item/material shop [I FORGOT WHAT SHOP IT IS] and open the chest to find MP Turbo materia, immediately Yuffie will steal it and escapes. Enter the right house near the entrance and examine the folded cover to find Yuffie hiding, chase after her and break the pot in front of the inn to trigger a cut scene.

Pull the lever to free your friends and head to the north, ring the bell in the left side and enter the basement. Watch the scene and talk to the Turks, follow them to the mountains and watch the cut scene. Follow Rude to the cave and pick up the Steal as Well materia, follow him to the top of the mountain and watch the scene.

RAPPS

The difficulty of the battle depends when you are playing this battle. If you are playing it disc 2 and have an ultimate weapon then it's a one hit kill. If you are playing as soon as you got tiny bronco THEN hmmm... it'll be very hard. Put everyone in back row and start off with level 2 or 3 limit breaks. If you have Vincent then put him in the team and use limit breaks, he can single handily defeat Rapps.

After rescuing Yuffie, put her in your team and head to the Pagoda. Talk to the five mighty warriors and accept the challenge.

GORKI

I suggest you play this after getting Yuffie's ultimate weapon from Sunken Gelnika, this will be one-on-one battle against the five bosses. Equip Yuffie with Conformer, Mystile, ribbon, enemy skill, double cut, deathblow, restore, HP absorb and lots and lots of HP plus. Attach HP absorb to double cut and put Yuffie in the back row, if you have completed the special battle in Battle Square and got final attack then attach it revive or Phoenix.

SNAKE

Heal yourself before entering the next floor and stick with the same strategy we used in the previous battle. Enemy skill materia will help a lot, especially attacks like beta and trine. If you don't have W-I tem materia then try to save your elixirs and X-potion for the next battles.

CHEKOV

Compared to Snake his lot easier to defeat. He got around 5500 HP [I FORGOT TO CHECK HIS HP] and uses magic most of the time, use attacks like beta or trine and try to get rid of him fast. But if you are running low on MP then cast death sentence and stick with physical attacks.

STANIV

If you have any reflect materia/accessories/items then remove your HP absorb and cast reflect on him, if not then summon Alexander or Neo Bahamut.

GODO

Toughest of all five, he'll use trine and sometimes he turns you into frog [WHICH IS NOT A GOOD THING]. Equip a ribbon to protect yourself for frog, attach HP absorb to Hades or any other summoning material and start off with them. If you have neither one of them or running low on MP then cast death sentence and try to stay alive until the timer runs out.

After the battle, Godo will give Leviathan materia along with Yuffie's final limit break. Head to the turtle paradise and talk to the owner, they are holding a competition and give rewards for those who find all six posters: inside the boy's house in Sector 7 Slums, inside Shinra HQ, inside the weapon shop in Cosmo Canyon, inside the inn in Cosmo CANYON, inside the hotel in Gold Saucer and inside Yuffie's basement in Wutai. Find all six and return to the turtle paradise to receive your reward.

GOLD SAUCER

Head towards Cosmo Canyon and follow the swallow river to the west. Dock the tiny bronco in the desert and head north, enter North Corel and take the tram to Gold Saucer. Head to the Battle Square and enter 'Dio's showroom' in the right side. Talk to him and he'll agree to give the keystone if you win the first round in the competition, win the fight and take the stone.

Approach the tram and the staff will inform the tram's out of order due to repairs, return to the hotel for a team chat and watch the scene. Then you'll see Cait Sith taking the keystone, follow it to the Chocobo Racing and watch the scene. Return to your room and take some rest, talk to the team in the morning and make a group of three containing Aeris. Hop onto the tram and head back to the North Corel.

TEMPLE OF THE ANCIENTS

Get back to your tiny bronco and cross the river, follow the coast to the south continent and dock in the beach. Exit the ship and head north, enter the Temple in the middle of the forest and watch the cut scene. By this time you must have noticed a black caped guy at the top of the Temple, climb upstairs and examine him to look at his tattoo. Enter the Temple and watch the scene, place the Keystone in the altar and you'll get sucked into the underground.

Turn right and use the vines in the wall to climb up to the steps in the left. Climb the vines here and go through the door, talk to the guy inside and save the game. Take some rest if you want and exit the room, climb down the vines and ascend the steps in the left. Climb the vines in this platform and head upstairs, go through the archway and descend the stairs. Use the vines to climb onto the next floor and pick up the Luck Plus materia from the ground.

Go back to the previous platform and climb the vines near the arch, head straight and enter the next area. In this room, rocks will be rolling from right to left continually. You need to make your way to the other side by running to center of the arch every time. Pick up the Morph materia and follow Aeris to the fountain to get a scene. Go back to the right side and exit the room, talk to the man inside to rest and save the game.

Exit the room and you'll reach a huge clock, talk to it and it'll tell you how to pass to the other side. There are 12 doors each leading to different rooms:

- I - you'll get attacked by a monster when you open the chest inside
- II - dead end
- III - you'll get attacked by a monster when you open the chest inside
- IV - princess guard from the chest [AERIS'S ULTIMATE WEAPON]
- V - ribbon from the chest [I RECOMMEND YOU GET THIS ITEM, ITS VERY VERY VERY USEFUL]
- VI - next room
- VII - trumpset shell from the chest
- VIII - megalixir from the chest
- IX - dead end
- X - entrance
- XI - dead end
- XII - nothing

Choose 'move by myself' and 'speed up' and then move to the hands to 6:00, go across to the other side and make sure you don't cross when the second hand is near. In the next room, you'll see an old man running around the area, you need to catch him by entering the same door from which he'll exit. Below is the list of all the doors, use it and catch the guy:

- 1-a=2-c
- 1-b=entrance
- 2-a=3-b
- 2-b=3-d
- 2-c=2-a
- 2-d=3-a
- 3-a=2-b
- 3-b=3-c
- 3-c=2-d
- 3-d=1-a

Talk to him to rest and save the game, go back to the top floor and enter the center room. Watch the scene and move to the end of the room to trigger another scene followed by boss fight.

Your best offence for this is to pair all your summoning materias with their respective elemental materias and summon them one after another, don't use I frit and Vincent's limit breaks since they are both fire type. Instead have someone with the Fire materia in the armor slot, this way they'll become immune to dragon's attacks. Use level 2 or 3 magic and stay healed as much as you can, have someone poison him every turn and use ice or physical attacks for normal attacks. Like I said before summoning materias are the key to win this and the next battle, remember you can increase their attacking power by linking them to their respective materias.

Pick up the Bahamut materia and move towards the small pyramid to activate another scene. Exit the room and head back to the clock room, I suggest you save the game before leaving the room. Enter the clock room and go across the gap to reach a dead end.

DEMON'S GATE

Heal your characters before entering the room and rearrange your materias, put your characters on the back row and rely only on physical attacks. Once the fight starts, call all the summoning and have someone to call chocobo every turn. Follow up the summoning by limit breaks and keep an eye for on your health, it should always stay above 800. Aeris's healing wind is of no use, so have your restore materia paired with a high level all materia and use it heal you characters as soon they receive damage. Ignoring damage and continuing without healing means getting 'Game Over' screen and quitting the game so be careful.

Watch the cut scenes, where the team escapes the Temple and Cait Sith sacrifices his stuffed body and solves the puzzle. Then Cloud finds the Black materia but Sephi manages to take it from him [HEY THATS MY SEPHI... OOPS! SORRY].

GONGAGA VILLAGE

After getting knocked out by my Sephi *cough* I mean Sephiroth, you will wake up in Gongaga. Talk to the innkeeper and make a team of three, leave the village and head north to find your tiny bronco docked near the shore.

BONE VILLAGE

Hop onto your tiny bronco and head west, cross the river and travel all the way to the north. Dock your ship near the shores and enter the village. Talk to the guy near the entrance about Aeris and he'll you tell he saw a girl entering the Forgotten City. Talk to owner and he asks you if need any treasures, say 'Yes' and choose 'Lunar Harp'. Then climb the ladder in the right side and place five workers near the left side of the tent, have them look at the left side and order them to dig the place.

In the morning, open the chest and you'll find the Lunar Harp inside. Leave the village and head north, roam around the forest and you'll see a red orb disappearing and reappearing in different places, catch the orb to get Kjata materia. Continue north and you'll enter the Forgotten City.

FORGOTTEN CITY

Head straight north and you'll reach a fork, take right then turn left in the next fork to reach a small house. Go to the first floor and watch the small cut scene, pick up the Enemy Skill materia and take some rest. Then head back to the first fork and turn left, save the game inside the house and return to the split path. Move north and you'll reach a tree house in the end, ascend the spiral staircase and pick up the Comet materia. Go to the middle/second floor and you'll see a mildly glowing bridge in the left, cross it and drop down to the ground. Save the game and turn left, jump from pillar to pillar and enter the center doom. Hit OK three times and watch the cut scene, where Sephi kills Aeris.

JENOVA LIFE

JENOVA have moderate HP and attack, most of her attacks are water based so have someone with water accessory so that they can drain her attacks and heal. She's immune to gravity, water and poison so stick with physical attacks and limit breaks, cast quake every turn and stay healed as much as you can. Once she reaches last 40% of HP, summon Bahamut and Odin to end the battle.

Move right and approach the river for another scene followed by another and then another. Save the game when you are prompted and watch the final cut scene.

DISC 2

FORGOTTEN CITY

You will wake up inside a small house in Forgotten City, exit the house and follow Sephi to the cave. Climb up to the top and use the ladder here to descend to the bottom most floors, pick up the Magic Plus materia and exit the cave.

ICICLE INN

Follow down the icy path and you'll reach a small town covered with snow, restock your supplies and take a nap in the local inn. Head north and a man stops you from proceeding any further, he tells you to get a map of the Great Glacier and a skateboard before going to the Glacier.

Enter the house in the right side and talk to the man in the backyard, tore off the map from the wall and exit the house. Then head to the next house and talk to the kid inside the room, pick up the skateboard and return to the guy. You'll see Elena from the Turks running towards you, watch the scene and dodge the punch.

Talk to the old guy again and he'll let you to go to the mountains, proceed north and exit the town. Once you exit the town, you will be introduced to snowboard controls, try to hit as much as balloons as you can and make your way to the bottom of the hill.

GREAT GLACIER

You'll crash into the bottom of the hill and luckily none of your bones are crushed or broken. The Glacier has been split into thirteen areas and your destination is Gaea's Cliff. There are two ways to reach Gaea's Cliff: one is to make your way to Gaea's Cliff using the map you found which is close to impossible and another is to let the people of the Gaea's Cliff come looking for you i.e., roam around the area until you get choked out then an old man living in the bottom of the Gaea's Cliff will come and take you to his house.

When you wake up, talk to the old man for a not so short boring story and save the game. Exit the house and talk to everyone, make a team of three and head south. Proceed east from the house and you'll reach a hot spring, touch the spring and return to the house. Next head southeast until you reach the mountains, talk to the old woman inside the cave and defeat her to get the Alexander materia. Head back to the house and save the game before proceed to the Gaea's Cliff.

GAEA'S CLIFF

Head north from the house and you'll reach the bottom of the Gaea's Cliff, follow the trail of the red flags and keep your body temperature above 30, if not then you'll choke out and wake up in the house again. Follow the red flags and enter the cave, go through the arc and upstairs in the left side. Cross the bridge and enter the next room, climb up to the top and push the rock down to clear the path. Climb back down and go through the barricaded area, exit the cave and wind around the mountains and you will eventually reach another cave.

Save the game in the entrance corner and go through the arch. Follow down the tiny icy path and it'll lead you back to the same spot, go near each icicle to trigger a fight and destroy them. Move to the left corner and jump down to the lower ground, cross the pond using the icicles and save the game. Go through the next archway and follow the path until you reach another cave entrance, save the game and exit the cave to trigger a boss fight.

SCHIZO

Schizo Left is weak against magic and can drain ice whereas Schizo Right is weak against physical attacks and can drain fire attacks, they are both immune to poison and gravity so using bio will be futile. Start off with summoning and follow it by limit breaks if possible, if not then stay healed and concentrate on physical attacks. Take out the left part first and then go for the right one, since this way you can charge up your limit bar. They both got moderately powerful attacks and most of them ice and fire based, have ice and fire materias equipped to two of your character's armor slots so that they drain their attacks and stay alive.

Save the game and go through the right door in the top floor, exit the cave and follow the path to trigger a cut scene.

WHIRLWIND MAZE

Slide down to the bottom of the mountain and head west, make a team of three consisting Tifa and continue west. Pick up the Neo Bahamut materia and save the game near the rocks, watch the cut scene and pass the whirlwind barrier.

Head straight north and you'll reach another wind barrier, pass it and continue north until you end up with Sephi and a cut scene.

JENOVA DEATH

As usual it's immune to poison and gravity attacks, it'll not drain any attacks so stick with any magic attacks except for gravity and bio. Attacks like lightning, fire and quake can be used but they'll drain your MP fast. So the best strategy is to defeat it in the old fashion using melee attacks and of course limit breaks. Use any summoning but don't overdo it, save your MP for healing and try to keep all your characters alive.

Pick up the Black materia and give it someone, don't give it to anyone in your normal/main team though. Give it someone you don't use, Yuffie, Cait Sith, Vincent and Cid will refuse to take it so the only person who you can give it is Barret, Tifa and Red XIII. Since Tifa is your current team then only Barret and Red XIII, give it either one of them and talk to everyone. Pick up the MP Turbo materia and save the game, cross the last wind barrier and move towards the peak to trigger a loooooooooong cut scene.

JUNON

When you woke up, you'll see Barret sitting next to you, he explains what happens after you choke out and shows you what's happening outside [OMG]. Rufus enters the room and orders his soldiers to capture you. The scene continues in the torture chamber where Ms. Kyahahahaha is holding public execution. You become her first lucky victim and she locks you up in the gas chamber and drops her key when leaving. Luckily Barret manages to escape and joins up with Mr. Spy, they both decides to look for the remaining team.

When you get control of Barret, kill the attacking soldiers and talk to Cait Sith. Head north and examine the door [IT'S LOCKED] return to Cait Sith and he'll tell you to follow him [AND GOES INSIDE. HOW I'M I SUPPOSE TO FOLLOW HIM IF HIS INSIDE ME!?!]. Run across the hallway and exit the room, talk to Yuffie [WHO IS DRESSED UP LIKE TV REPORTER] in the left side of the balcony and head to the elevator near the helipad.

Then you'll get control of Tifa, follow the on-screen instructions and get a hold of the key, use your mouth and unlock your arms and then your legs. Stop the gas and examine the door to find out its locked [DUH! WE ALREADY KNOW THAT], turn left and jump down to the lower ground. Make your way to the bottom and approach the highwind to trigger a sequence where Scarlet corners you, hit OK and slap her until she falls to her knees. Then run to the end of the ledge and jump to the airship [BOY! OH BOY! WHEN DID TIFA LEARN TO DO ALL THIS].

NI BELHEIM

Climb downstairs and talk to the guy repairing the ship to learn how to pilot the highwind. Talk to everyone and finally to Cid and he'll tell you to talk to the guy inside the operation room. Do as he says and talk to the guy inside the operation to restore your HP and MP and save the game, you can also change your team member if wish. Once done, head back to the cockpit and take control of highwind. Fly to Nibelheim and enter the library in Shinra Mansion to trigger a cut scene, this scene is only available if come here before going to Mideel.

MI DEEL

Fly to the south continent near the Temple of the Ancients and land in the grass/green area, enter the town and talk to the old man near the entrance. Go to each store and talk to the kid with white Chocobo. If you have mimette green then give it to the Chocobo and scratch its ear to get a Contain materia, if not then go to Chocobo Farm and get one. Do shopping if you want and head to the accessories shop, examine the wall behind the owner and you'll find a locked door. Go across the wooden bridge and examine the floor behind the blue suit guy to find an old rusted key, use it on the door and the owner will notice you, admit the truth and he'll give you a reward.

Go back to the entrance of the town and interact with the dog to trigger a cut scene, follow the villagers to the Doctor Shop and you'll find Cloud inside. Talk to the Doctor about his situation and try to talk to Cloud, Tifa decides to stay and look after Cloud while the others look for huge materias.

MT. COREL

Return to the highwind and talk to everyone, make a team of three with Cid as captain and save the game. Fly to North Corel and head north until you reach an old rundown reactor, kill the soldiers outside and enter the reactor to trigger a cut scene. Use the levers and chase after the train, bring your train close to it and jump. Kill the soldiers in every buggy and take control of the train, use any one set of levers and stop the train before it hits North Corel. If you manage to

stop the train then you'll get the huge materia as well as Ultima material for free, if not then you can buy the ultima material for 50000 Gil from kid but you'll not get the huge materia.

FORT CONDOR

If you haven't completed Fort Condor's mini game [PLEASE REFER TO FORT CONDOR IN DISC 1] then complete it now and talk to the guy inside the lookout, watch the cut scene and pick up the Phoenix materia from the nest. Talk to the old man inside and to receive the huge materia, take some rest if you want and save the game before leaving.

MI DEEL

Head back to Mideel and talk to the Doctor, talk to Tifa and exit the shop to trigger a cut scene.

ULTIMATE WEAPON

He'll run away after few seconds so just concentrate on staying alive, at least try to keep one of your characters alive. As for offense, it doesn't matter what you use since his going to run away, just keep your health stable.

The life stream raises in full strength destroys the town, Cid and the others manages to escape in highwind whereas Tifa and Cloud gets stuck in the life stream. When you wake up, you'll see Cloud sitting in a corner, soon Tifa will realize she's inside Cloud's head [OH! OK NOW I'M CONFUSED]. Talk to the Cloud near the entrance of Nibelhiem and watch the cut scene. Then head to the one in the right corner and watch the following cut scene, talk to the Cloud near the tower and return to the one near Nibelhiem for another cut scene. Finally talk to the Cloud in the centre of the circle to for the final cut scene.

JUNON

Once all the cut scenes watched and finished, you will be back in the highwind as Cloud. Talk to everyone and make a team, watch the cut scene and save the game. Take control of the ship and fly to Junon, talk to the soldier near the elevator in the north and agree to pay 10 Gil, hop onto the elevator and ride to the basement. Save the game and go through south door and you'll see some soldiers practicing drill, try to talk to them and they'll run away [FOR NO REASON]. Go near the wall saying '1' and examine it to open a hidden door to the underwater reactor.

Kill the soldiers and follow down the hallway to the south, save the game and enter the elevator. Kill the soldiers harassing the girl and talk to her, ride the elevator to the underground reactor and go across the aquarium. Enter the underwater docks and you'll see Reno examining the subs, try to talk to him to trigger a cut scene.

CARRY ARMOR

He can imprison two of your characters in his metal arms preventing them from fighting, these characters will receive 40% of damage you do to the Carry Armor and eventually die [WHICH IS A REAL PAIN]. Have Ultima equipped to someone with higher MP and have them cast it every turn, keep healing every turn or two and don't let your HP drop below 2000. His weak against lightning so don't forget to equip it with all. Distribute all three materias viz., ultima, restore and lightning to different members, this way you can save enough MP for attack and healing. Summoning Neo Bahamut could really help, as well as Bahamut and Odin. But don't use Kjata, its immune to gravity attacks and there is chance that it may drain it.

Head across the bridge and kill the soldiers near the submarine, save the game and enter the sub. You'll find the some soldiers and Captain inside [THEY ARE SAME CAPTAIN AND SOLDIERS WHO TAUGHT YOU DRILL IN JUNON PROCESSION] choose either to tie them or kill them and talk to the team. Read the manual and hop onto the pilot seat, go through the objective and start the mini game.

You'll see a red enemy ship as soon as you start the game, start hitting them with torpedoes and chase after it. It'll barely take 10 seconds if you are quick. Once you destroy the submarine, radio 'ALL CLEAR' to the base and exit the mini game. But before docking your sub, head south from Junon and dive underwater, approach the sunken sub and pick up the huge material then head towards Bone village and retrieve the 'Key to the Ancients' from the underwater tunnel.

LUCRECI A'S WATERFALL

Have Vincent in your team and ride your submarine to southeast, go through the tunnel near Nibelhiem and dock your sub near the bank. Enter the cave behind the waterfall and you'll get several cut scenes about Vincent's past, leave the cave and return to it after some time to find Vincen't ultimate weapon and final limit break.

SUNKEN GELNI KA

Hop onto your submarine and drive to the east of Gold Saucer/North Corel, dive underwater and go through the tunnel to find a sunken ship at the bottom. Approach the ship and climb down the ladder, save the game and go through the left door to meet Mr. Turks inside [YOU'LL ONLY FIND THEM IF YOU COME HERE BEFORE FIGHTING THEM IN MIDGAR SEWERS].

RENO AND RUDE

The same couple with same attack, nothing's changed. Use the same method you used in your lost battle with them and kick them outside. Concentrate on Rude and ignore Reno as if he isn't there, stay alive and use any attack and magic you want.

Save the game again and go through the door inside the left room, climb downstairs and pick up the Hades materia from the scrap metal, open the chest in the left side to find Cid's final limit break. Return to the save game and go through the right room, open the chest and pick Yuffie's ultimate weapon. Climb downstairs and pick up the Double Cut materia from the north corner. Exit the ship and ride back to the docks.

ROCKET TOWN

Anyway fly to Rocket Town and talk to the people, they'll tell Shinra is taking over the rocket. Head to the rocket and kill the soldiers outside, make your way to the cockpit and you'll see Rude in the top.

RUDE

I'm getting sick of fighting these guys, they are so annoying. Arrgh. He uses MBarrier so just rely on your physical attacks, he'll heal himself quiet frequently so ignore the soldiers and concentrate on Rude. Finish off Rude and then go for the soldiers, it's an easy battle so there's really nothing to worry about.

Kill the soldiers inside and enter the pilot room, watch the cut scene and climb up to the upper dock. Approach the huge materia to trigger a sequence where you need to guess the right password to deactivate the auto-pilot; the password is [CANGLE], [MENU], [OK] AND [OK]. Enter the password before the timer run out and retrieve the huge material. Head back to the pilot room and exit the room, follow Shera to the escape pod and watch the cut scene. Return to Rocket Town after coming back from the Forgotten City and talk to the old man three times to receive Cid's ultimate weapon.

COSMO CANYON

The team decides to visit Bugenhagen so fly to Cosmo Canyon and talk to Bugenhagen. Once the cut scene ends, follow him and place the huge materias. Examine the blue materia you retrieved from the submarine, if you have both Bahamut and Neo Bahamut then you'll get Bahamut ZERO materia. But remember you need to have all four huge materias with Bahamut and Neo Bahamut to get Bahamut ZERO. One more thing, return to Cosmo Canyon after defeating Hojo and talk to Bugenhagen to receive Red XIII's ultimate weapon. Then climb the ladder near Cosmo Candles and enter the store, go through the right door and pick up the Full Cure materia.

FORGOTTEN CITY

Return to highwind and talk to Bugenhagen, fly to Bone Village and make your way to Forgotten City. Turn left in the fork and go through the south exit of the house, run across to the other side and approach the center of the circle to trigger a cut scene. If you have picked up the Key to the Ancients then give it to Bugenhagen and watch the scene. If not then ride your sub to the south of Bone Village and go through the tunnel to find the key, return your sub to Junon and take the key back to Bugenhagen. Give the key and watch the cut scene where Bugenhagen explains how to save the planet and stop the meteor. Exit the city and you'll get a cut scene, where Diamond Weapon attacks Midgar.

MIDGAR

DIAMOND WEAPON

You need to fly to Midgar and touch the Diamond Weapon to trigger the fight. His not as hard as Ultimate Weapon, build your limit breaks before entering the fight and start off with them. Ultima will work superbly and so as any other magic which is good against metal, have elemental materias like fire, lightning and ice attached to armor slots to reduce the amount of damage taken. Save up your MP and summon Bahamut ZERO and Odin as much as time as possible, don't overdo it because you need to have plenty of MP for healing.

 ULTIMATE WEAPON

Defeating Diamond Weapon will unlock three super boss fights, you can play these fights at any point of the game. But the difficulty of the battles will depend on your character's levels, like I said these three are a super boss that means you may defeat Sephiroth easily but you can't defeat these three. You need certain preparation if you want to win against them.

First equip mystile or ziedrich and ultimate weapons [EXCLUDING CLOUD] on all three, retrieve Hades and Bahamut ZERO and equip them to two different characters. He'll usually attack from mid-air so need either Barret or Vincent, equip them deathblow or double cut and attach it to counter or HP absorb. Equip ultima and comet to other characters and have them cast ultima everyone turn. Once you defeat it, it'll run to another area and rests, use highwind and chase after its tail. It usually stops in Midgar, Whirlwind Maze, Mideel, Junon and finally Cosmo Canyon. You need to stay on its tail all the time, if you lose it then you have to search the entire world which isn't very easy or fun. Defeat it in Cosmo Canyon to receive Cloud's ultimate weapon, ultima weapon.

 RUBY WEAPON

For this fight you need Knights of the Round, mime, quadra magic, Hades, W-Summon, final attack, revive, ultima, restore and tons and tons of HP plus to make your HP to MAX. Ruby Weapon has an attack called whirland which'll blow off two of your characters SO in order to stop it from using its attack you need to enter the battle with one character [I SUGGEST CLOUD].

Attach Knights of the round to mime, Hades to quadra magic, final attack to revive [DON'T USE PHOENIX, IT'LL REVIVE ALL YOUR CHARACTERS], W-Summon, restore and loads of HP plus to make your HP 9999. As soon as the battle starts Ruby will dig its claws to sand and attacks you from behind. Use W-Summon and summon Hades and Knights of the Round on its claws, Hades will paralyzes it and KOTR will destroy them. Once the claws are destroyed, mime the same on the body, keep repeating the same and reduce its health bit by bit. After defeating Ruby, you'll receive desert rose. Take it to Kalm and enter the first house in the right side, talk to the old man and exchange it for gold chocobo.

 EMERALD WEAPON

Before attacking Emerald, travel to Junon Underwater Reactor and enter the aquarium. Morph the ghost pirate to receive a guide book, talk to the old man in Kalm and exchange it for the Underwater materia. Equip it someone to remove the twenty minutes timer. Emerald is the toughest enemy to beat, the same strategy we used for Ruby can applied with few minor changes.

You need all three members with full health, ultimate weapons and limit breaks. Distribute materias evenly and replace revive with Phoenix and Hades with ultima. Most of Emerald's attacks are water based so equip everyone with water ring to nullify and drain its attacks. One more thing, Emerald had an attack called aire tam or something which will deal 1111 damage per materia so if you have 9 materias then it'll be GAME OVER.

After the fight, fly to Northern Cave and watch the cut scene. Fly back to Midgar and enter the city, if you haven't completed Wutai and Sunken Gelnika then complete them before entering Midgar. Enter Midgar and follow your team to the alley, save the game and talk to Cait Sith. Enter the sewers and climb down all the ladders and stairs, head east and you will collapse to the lower ground. Move right and go through the pipe, climb the ladder here and save the game. Go through the pipe next to you and drop down in the end, head all the way to the south and pick up the W-I tem materia, return to the place where you came from and head north to trigger a cut scene.

 RENO, RUDE AND ELENA

Admit it by this time even you guys have grown tired of them, they just keeps coming back in larger number. First Reno then Rude and now Elena. Arrgh. This is actually an option fight if you have completed Wutai. Anyway nothing's changed in their attack pattern, Elena's a bit stronger than Rude and Reno and her fascination attack is something to really worry about, have everyone with ribbons to prevent them from getting effected by her fascination. You can go for Elena or for Rude as usual, get rid one of them and remaining will leave as well.

Head north and take left when you reach the fork, keep following the path and you'll come into an opening. Move straight from the entrance and you'll get attacked by both Gyahahahaha and Kyahahahaha.

 PROUD CLOUD

Another metal boss with tons and tons of HP. His very slow which is a good thing, you'll get around two to three turns between his attacks. Start off with Ultima and cast Regen on your team, equip Deathblow and Double Cut materias to your most powerful characters and do as much as damage as possible. Once you done enough damage, he'll bent down and

gets ready to use his laser beam. Have Bahamut ZERO and other summoning materias equipped and start calling them as soon as he bents down, his laser beam isn't that powerful but if you are damaged then it's best you avoid it.

Once done, watch the scene and save the game. Climb the stairs in the left side and you'll see MR. Psychopath sending the mako energy to Sephiroth, approach him to trigger a long annoying cut scene followed boss fight.

HOJO

The fight is split into three parts, every time you kill him he'll come back in a different and more powerful form. It's a bit annoying but you have to deal with it. The difficulty of the battle depends on your preparation. If possible have Cloud's ultimate weapon and three ribbons, just like him most of his attacks are ABNORMAL. Have Bahamut ZERO, comet, ultima, deathblow, double cut and of course restore equipped and if possible then Phoenix also.

His first form is a normal green looking human, he got around 15000 HP and summons two minies to shield him. Cast regen as soon as the fight starts and restore your full HP before his minions comes. Try to build up your limits and concentrate on Hojo, the remaining will disappear if you get rid of him.

HELLECTIC HOJO

His second form is a real pain, this body contains three parts and you need to destroy all three to proceed. Use any target magic like comet and ultima which'll hit all three, concentrate your physical attacks on his main part and keep recasting regen in every few turns. Most of attacks are confuse, crazy claw and fascination which'll turn your characters either mad or dead. Equip ribbons on all three to prevent them from getting effected, by any chance if your characters effected then its best to you kill and revive them using either revive or Phoenix materia. Use limits and save summoning for the next one, cast regen before he dies because his next form will your drain MP.

LIFEFORM HOJO

If you have limit breaks then start off with them. Have double cut and deathblow and try to inflict as much as damage as possible, then go for summoning and cast Phoenix if your characters are dead. Compared to the previous form it's easier just try to keep up and build your limit.

Watch all the cut scenes and save the game when you are prompted.

DISC 3

NORTHERN CAVE

This is your last chance to complete your unfinished business. Once everything's set and done, fly to Northern Cave and watch the scene. Slide down the rocks and open the chest to find save crystal, go in circle and climb down to the bottom. You'll reach some sort of maze where you need to make your way to the bottom, jump down in the left and pick up the HP Absorb materia.

Climb down to the bottom and you'll see the rest of the team, climb down the ladder and talk to everyone. Send everyone to right and your main team to left, head left and choose to go up in the next fork. Pick up the Shield materia and exit the room through southeast. Move towards the top and pick up W-Magic materia from the rocks and Counter materia from the top. Exit the room and pick up the Mega-All materia and Counter Magic materia.

Take west in the fork and head right, climb down the spiral platform and continue down the path. Talk to the team and everyone will give you something, restore everyone's HP and MP and use W-I tem to duplicate megalixirs, you'll need them in great number for the following battles. Finish talking to everyone and continue right, you will eventually reach the core room, where Sephiroth is resting. I suggest use the save crystal and save the game here. Move towards the core and you'll get attacked Jenova for the last time.

JENOVA SYNTHESIS

Have loads of megalixirs and cast regen in the beginning of the battle. There's actually two methods to killing her: first kill her in the old fashion way or just wait for her cast ultima and die, you will not receive any reward for the second but if you are having trouble dealing with her THEN...

Save the game again and move towards the core. Watch the cut scene and you'll be prompted to make a team, you can actually make three teams but there's really no need for that. Equip your main team with ultimate weapons, mystile armors, final limit breaks, ribbons and if possible tetra elemental.

BIZZARO SEPHIROTH

These are the last fights of the game, the difficulty depends on your preparation and equipments and of course your characters level. His body has total of five parts, you need attacks which'll hit all five at a time. There are few different methods how you can defeat him and easiest way is to summon Knights of the Round and mime it. First of all your characters health should be more than 9500 or at least above 9000, use as much as HP plus as possible and try to make it 9999. Then equip Knights of the Round, mime and final attack paired with revive or Phoenix to your strongest characters [CLOUD], restore paired with all to another characters and finally equip Bahamut ZERO or ultima paired with quadra magic.

Cast regen and start off with either Bahamut ZERO or Ultima, then mime it and keep up with your normal attacks. When things starts getting worse summon Knights of the Round and mime it. End of the battle.

SAFER SEPHIROTH

First use megaelixirs and restore your HP and MP at the start of the battle. Then you need to have either Barret or Vincent in your team because once he raises to midair you can't reach him, have double cut or deathblow equipped to them and keep up the physical attack until your characters are fully healed. His SUPER NOVA can be considered as the most powerful attack in the entire game. You must have 9999 HP and you need to maintain it throughout the fight. Use the same technique we used in the previous battle and summon Knights of the Round and mime it until you win.

SEPHIROTH

There's no need for strategies for this battle. YOU WON'T LOSE. Cloud will automatically use omnislash and kills Sephiroth. It doesn't matter whether you have or not, Cloud will use it.

After the battle, pat yourself on the back and watch the final cut scene. Bye.

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THE END